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GAMEPRO

#1 VIDEO GAME MAGAZINE

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Genesis, SNES, and Game Gear Rule!!

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PRIMAL RAGE

Finishing Moves and Ragin' Combos Part 2

ProReviews!

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Shaq Fu • Earthworm Jim
Wild Guns • Final Fantasy III
Demon's Crest • The Lion King
Mickey Mania • Indiana Jones
Urban Strike and MORE!

PreViews!

Donkey Kong Country
Cruis'n USA • Doom and
Mighty Morphin' Power Rangers

Samurai Art Contest Winners!

Mortal Kombat II
Busted open in SWATPro!

November 1994
$4.95 Canada $5.95

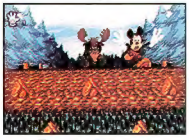
INSIDE:
The Sony PlayStation!

An IDG Communications Publication

Maneuver through skull-flinging skeletons, razor-sharp buzz saws, falling cleavers, and a batallion of bats in the Mad Doctor's Laboratory. Look out for red-hot fire pits and acid pools waiting to singe your shorts!

Beat Pete in primitive black and white, save Steamboat Willie, and bring Mickey back into technicolor. And watch out for Pete's deadly flying spit!

Follow your trusty guide dog Pluto if you want to survive the mortal moose hunt...



...Or there'll be nothing left but a mound of moose-mangled Mickey Mouse meat.

Talk about up the creek without a paddle! The house is flooding, your weapons are useless, and your only hope is jumping between buoyant barrels. No sweat -- except you're being chased by ghosts in speedboats!

"I don't care how old you are, if you're an action fan, you can't afford to miss Mickey Mania."

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-Electronic Gaming Monthly

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Disney Software

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.....IT'S BEGUN.

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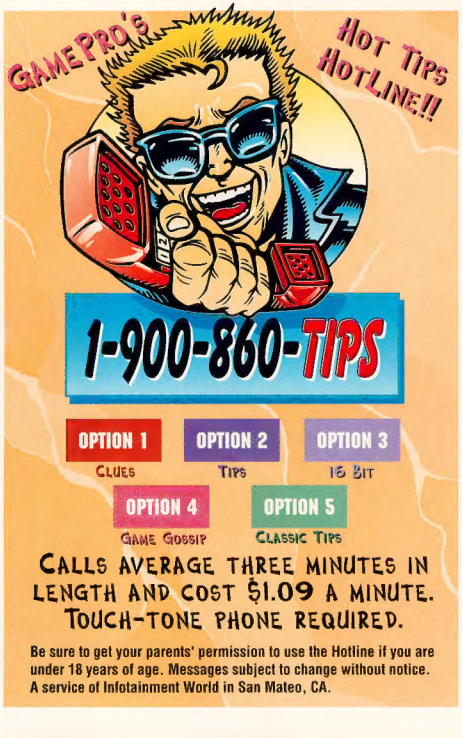

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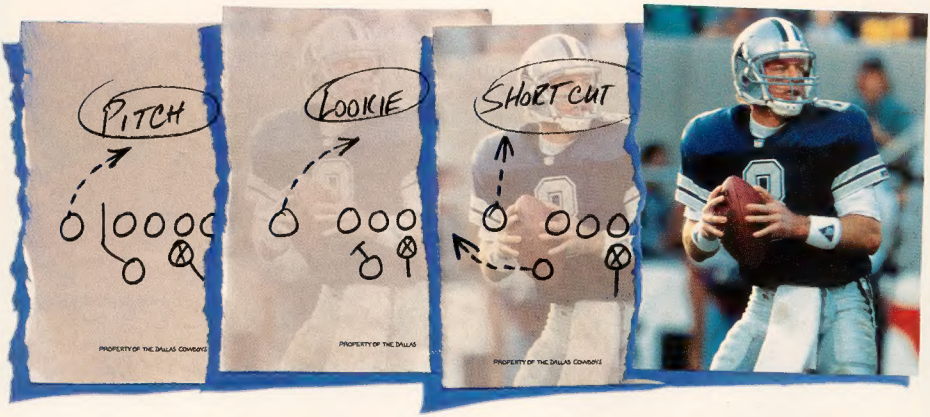
Troy's missing a few pages from his playbook.



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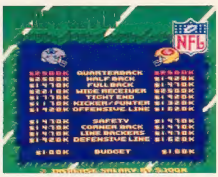

Only Troy's game lets you control your team's budget. Beef-up your offensive line, secondary or any other position—just like the pros!

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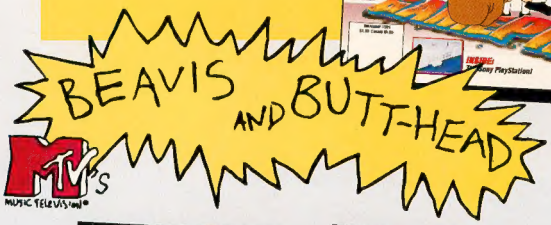

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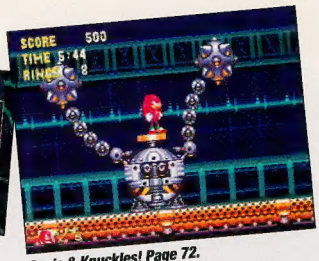

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	B4MT-BE76	Always fight Smoke™
	B8MT-BE76	Always fight Noob Saibot™
	CCMT-BE76	Always fight Jade™
	RFWA-A6Y8	Fatalities can be done at end of any round—computer wins after winning 1 round
	AP9A-BA7R	Lazy opponent—In 2nd round, loser of 1st round lies on ground (causes computer to act weird in some rounds)
	A3XA-AJA4	Player has 4x times as long to do fatalities, etc.
	AB1T-CA4G + AA9T-CA3J	Auto fatalities
ALWAYS FIGHT CODES: 1-PLAYER ONLY, CAN'T SEE ENDING	AB1T-CA4G + BT9T-CA3T	Auto friendship
	AB1T-CA4G + RE9T-C6V0	Auto Babalities™
DOUBLE DRAGON 5™ Game	AMZT-EA2G	Both players almost invincible
	9F8T-HAXR	Play as either of two bosses —NOT IN QUEST MODE
	AMDT-EA3E	No charging needed for special moves
TAZ IN ESCAPE FROM MARS™ Game	AMLB-RA4W	Keep power-ups after dying
	ALJB-4A9R	No one loses any energy
	AKLB-RA64	Infinite lives

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	C2B1-14F7	Player 1 is invincible
	DDB5-1FF7	Player 2 or computer is killed by one hit
	C2B5-14F7	Player 2 or computer is invincible
	DDB1-1FF7	Player 1 is killed by one hit
	622B-C7AC	Disable throws—2 player mode
	CBC6-3D6E + D3C6-3DAE	Always fight Smoke™
	CBC6-3D6E + DEC6-3DAE	Always fight Noob Saibot™
ALWAYS FIGHT CODES: 1-PLAYER ONLY, CAN'T SEE ENDING	CBC6-3D6E + FDC6-3DAE	Always fight Jade™
DOUBLE DRAGON 5™ Game	B3C8-CFBF + B3C6-CDBF + BAC9-3FBF	Computer (player 2) can't perform special moves
	DDAB-3DAE	Player 1 always wins
	D685-C407	Dizziness doesn't last long
TETRIS 2™ Game	9DBD 3DF4	Select any round
	CBC5-4FDC + DDC5-4FDC + DDC5-4F6C	Tile speed is always at 0
	CBC5-4FDC + EEC5-4FDC + DDC5-4F6C	Tile speed is always at 255
	6DB1-346B	Move keys to place blocks where you want them-even after they hit ground

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FINAL FANTASY III

SUPER NINTENDO ENTERTAINMENT SYSTEM

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One Man's Ceiling Is Another Man's Floor

Sticking out your neck with opinions on how a game plays isn't easy, and we expect that *GamePro's* ratings will occasionally be questioned, as Brandon Forville does in his letter (see right). In the case of MK CD, we had the benefit of holding it up against other versions of MK and other Sega CD games. As a result, we've received both supportive and challenging letters.

Yet Brandon's letter brings up a good point. The GamePros would never take the position that our reviews offer the only real opinion and all our readers should agree with it. There's a lot to consider with a review; mainly, that it presents the author's subjective assessment. You may feel that the tinny sound the reviewer took to task isn't a problem, so you'd be more generous with your numbers if you were doing the review. On the other hand, jagged images may bother you, so you'd question the sanity of the reviewer who gave a high rating to the graphics. It's a matter of personal preferences.

At *GamePro*, though, we strive to back up our ratings with more than one set of eyes. Reviews with overly high or suffocatingly low numbers are checked by other editors for additional viewpoints. We're always assessing how we treat games, because we know how important our perspective is to you. That's a large part of why you buy the magazine, and we don't want to let you down. We're also looking into how we can improve our review process, so keep your eyes open for improvements. Although one name appears on the byline, each review is the voice of *GamePro*—and we want that voice to be trusted by our readers.

The GamePros
San Mateo, CA

THE MAIL

GamePro Readers Speak Out!

Fightin' Words

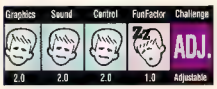
FIGHTIN' WORDS

I was shocked at your July ProReview of MK for the Sega CD. I thought it was the best home MK yet, but you gave it a 1.0 FunFactor! Maybe it wasn't as good as it could be, or maybe Lawrence of Arcadia is just spoiled by the great 16-bit versions, but it still deserved higher ratings.

Brandon Forville
Raleigh, NC

Here's a fightin' fanatic! Meet Wei Wang, a Mortal Kombateer in Norfolk, Virginia.

GamePro went out on a limb when it rated Mortal Kombat for the Sega CD. Do you agree?



Lawrence of Arcadia replies:

We had quite a few letters agreeing with you, Brandon. But our editors still feel that the game was extremely disappointing, especially when you consider how long it took Acclaim to make it.

Regarding Jim Gordon's letter in August, where he said how great SF II is, I'd like to point out that though SF II and MK are in the fighting genre, they're completely different and shouldn't be compared. Their differences give us all the opportunity to enjoy diverse gaming experiences. Instead of arguing over which one is best, why can't we leave each gamer to his own choices and enjoy the ones we like? I'm frustrated by an argument over superiority that'll never be resolved.

Chris Schiebel
Butler, PA

Let's Get Technical

A couple of months ago, Galoob said they were going to come out with a Game Genie for the Sega CD. What happened to it?

Daniel Salvagno
Miami, FL

The Lab Rat replies:

According to Galoob, it's not going to happen. Galoob may create a Genie for Sega's upcoming 32X system, though. Watch our future "GamePro Labs."

Need help with Super SF II? Consult Pat Host, a 10-year-old gamer in Grand Rapids, Michigan.

In your June issue, you discussed the Super Game Boy. Can you use any kind of Game Genie with it?

Nick Michnovicz
Bosque Farms, NM

Bro' Buzz replies:

No. Neither the SNES Genie nor the Game Boy Genie will work with Nintendo's new unit.

New games for the SNES, but no Game Genie.

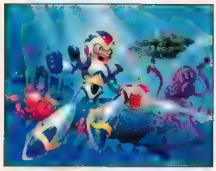
Cart Queries

What does the "X" stand for in "Mega Man X"?

James Frank Sutherland
Mississauga, Ontario, Canada

Toxic Tommy replies:

It's not the Roman numeral ten, which is a common mistake. It's the letter "X." Laurie Thornton, the spokesperson for Capcom, says that Mega Man has taken on a new persona called "X" in his latest 16-bit game. He's not the same Mega Man you've come to know and love in the eight-bit world. The new robot resembles the original MM, but there are enough differences to give him a new designation, hence the X. Thornton says Capcom will continue the Mega Man X line with MM X2, which is due any second now, and will also continue the regular Mega Man line.



X marks the spot.

In your July PreView of Streets of Rage 3, you showed a picture of a boxing kangaroo. Is that a secret character in the game?

Scott Barrus
Harlinger, TX

There are two routes to Roo in Streets of Rage 3.

Quick-Draw McGraw replies:

He's a character, but he's not secret! There are two ways to play as this loveable kangaroo. The first is by entering the level-select code (Up, B, Start) at the first title screen. When you start a regular game, Roo will appear on the character-select screen. For the other way, start a normal game and in Stage 2, Roo and his trainer, Bruce, will fight you as normal enemies. If you beat Bruce and leave Roo alive, you'll be able to select Roo at your next continue.

In SF II Special Championship Edition for the Genesis, music test 19 plays wedding music. Who gets married?

Becky Essary
Thompsonville, IL

The Obliterator replies:

Send those wedding gifts to Ken! Here's a shot from the end sequence of him gettin' hitched to Liza, his long-time girlfriend.

What was the first Electronic Arts video game?

Beau Hayes
Weed, CA

Coach Kyle replies:

Back in the fall of 1990, EA simultaneously released its first titles: Budokan, Populous, and Zany Golf for the Genesis. In November of that same year, EA Sports came out with its first games: Lakers vs. Celtics and John Madden Football, also for the Genesis.

Your July issue showed a flashback of "SWATPro" from five years ago. The flashback showed a code for Legend of Zelda, but it was too small to read. Could you please give me that code?

Jacob Bannister
Roanoke, VA

Doctor Devon replies:

That tip was for good ol' NES Zelda. The tip read, "To start immediately into the 2nd Quest, type in Zelda for the character name and register it."

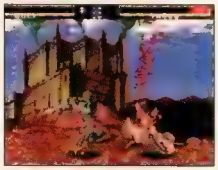
Tips? Did somebody say tips? Here's 13-year-old Ian Ricci of Springfield, Maryland, who can tell you all you wanna know about Super Metroid.

What happened to Time Killers for either the SNES or Genesis? I thought they should've been out by now.

Cliff Harker
Oslo, Norway

Captain Squideo replies:

Those T•HQ games were both quietly killed this year, even though they were virtually finished and ready for release. Neither Nintendo nor Sega would approve these ultragory games, so T•HQ decided just to concentrate on its other '94 games, such as Time Trax, seaQuest, and The Ren and Stimpy Show: Time Warp.



The Time Killers sword fights that cost you an arm and a leg (literally!) won't be happening.

The Magazine Biz

Here are three classic SNES games: SF II, Super Castlevania IV, and Prince of Persia. Which one had the highest ratings?

Yousef Canoe
Jiddah, Saudi Arabia

The Unknown Gamer replies:

They all scored perfect 5.0 ratings! SF II had an Adjustable challenge; Castlevania IV and POP were judged to have Advanced challenges.

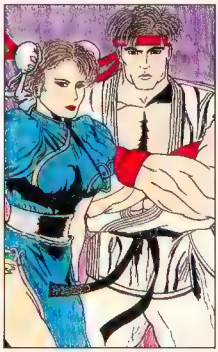
The Prince was perfect!

How do you decide which envelopes to put in *GamePro* Gallery?

Mary Esther, FL

Manny LaMancha replies:

We look for creativity, so that's why we usually choose hand-drawn art over traced art. We also like it when artists create new situations for characters and don't just copy a game's logo or the art on the game's box. It's not necessary to include a letter inside your envelope – just an envelope with a drawing on it will qualify for our contest. You can use pencil, pens, paints, or whatever you want for your drawing. Finally, be sure to put your return address on the back of the envelope so we can send you the prize if you win!



Here's some great colored-pencil art from Iris and Mark Tudela of Chicago, Illinois.

Address Central

Could you please tell me Innovation's address? I want to write to them about the Ultra Stick you showed in your April '93 issue.

Kory Anderson
Rancho Cordova, CA

Scary Larry replies:

Write to Innovation at 1491 Boston Post Road, Old Saybrook, Connecticut, 06475. Or call 'em at 203/395-3087.

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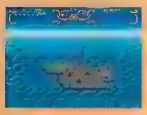
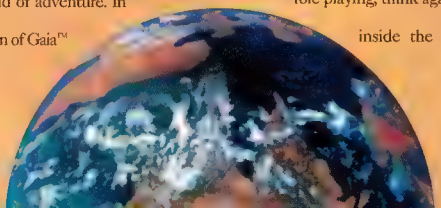
A GAME THIS TOUGH ONLY COMES AROUND EVERY 800 YEARS. If you've met the challenge of Legend of Zelda® or the Secret of Mana™ then you're in for a whole new world of adventure. In Nintendo's Illusion of Gaia™ you'll cross continents, travel back in time and come face to face with the fiercest fighters in history. ✠ If you think it's just role playing, think again. Imagine crawling inside the Egyptian Pyramids,





NES, SNES, Genesis, Turbo Duo, and Neo•Geo (both the Ultra Stick and Ultra Pad are under $50 each).

Oops Department

In your May issue, Kamikaze said that Sam Nicholson directed *Star Trek: The Motion Picture*, when actually Robert Wise is listed in the credits as the director.

Matthew Villemure
Gould City, MI

When you rated Fatal Fury 2 for the Genesis in your July issue, you said it was a GA game. Was that a typo?

Ryan Lacson
Ellisville, MO

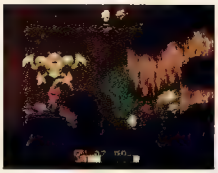
Slo Mo replies:

Yep. Sega has rated this fightin' game MA-13.

Gotta be 13 to get some Fatal Fury 2 action.

In the May "SWATPro" section of *GamePro*, you gave a Game Genie code for Secret of Mana. The code was 16DE-A91B, and it would've enabled you to "gain a level after you destroy an enemy." My friends and I can't get it to work.

Sam Moore



The secret of May's Mana code is this: Use a Pro Action Replay!

Ben D. Rules replies:

The Typo Monster has struck again! He snuck in during the night and changed the words "Pro Action Replay" to "Game Genie," that rascal! There's your answer: You need a Pro Action Replay, not a Game Genie, for this code. PAR codes and GG codes are not interchangeable.

Last Words

Here are the stores in the Mortal Mall: Sub-Zero's Freezers, Jax's Workout Center, Scorpion's Pit BBQ, Johnny Cage's Sunglasses, Kitana's Air Conditioning, Liu Kang's Karate Class, Raiden's Electric Shop, Kung Lao's Hat Shop, Baraka and Mileena's Weapons, Reptile's Pets, and Shang Tsung's Costumes.

Drew Fluegel and
Michael Cuda
Jacksonville, FL

Whaddaya Think?

This is your magazine, so tell us what you'd like to see in it. Send your suggestions to:

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Dear Editor
P.O. Box 5828
San Mateo, CA 94402

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over the Great Wall of China and through the Incan ruins of South America. And everywhere you go, someone is waiting to hack you to bits. So watch out! The only good news is the earth spirit Gaia will be there to guide you. And each Game Pak also includes an enemy profile poster, a wall map, and an 84-page Explorer's Handbook that'll help you keep your head. So get ready for the Illusion of Gaia, it's bigger than reality...and it's the boldest adventure in the world.

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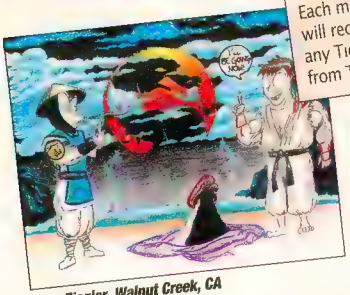
GAMEPRO GALLERY

Ted Anderson, Huntington Beach, CA

GamePro Gallery Prize

Each month's winning artist will receive their choice of any Tiger Barcodzz game from Tiger Electronics.



John Ziegler, Walnut Creek, CA

Pick of the Month

Michael Sisk, Torrance, CA

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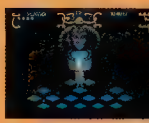
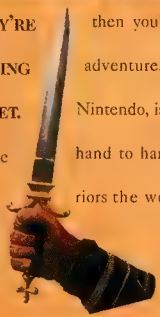
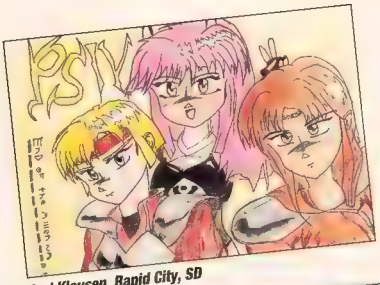
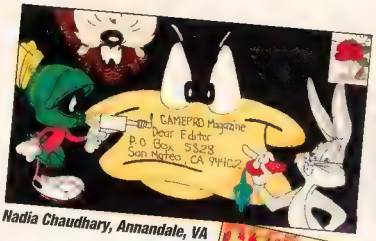
If you've battled your way through the Legend of Zelda® or the Secret of Mana™ then you're in for a whole new world of adventure. The Illusion of Gaia™ from Nintendo, is no simple role playing game. It's hand to hand, mind vs. mind action against the greatest warriors the world has ever seen...And some the world hasn't.



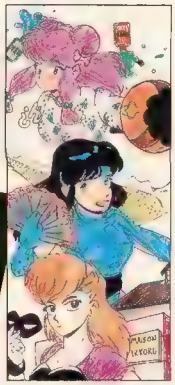




Joel Klausen, Rapid City, SD



Nadia Chaudhary, Annandale, VA



Benjamin A. Rodriguez
Westland, MI

J.J., Northfield, England

Sid Nugent, Montreal,
Quebec, Canada

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✠ As if Incan warriors, Chinese archers, and broadsword toting knights weren't tough enough, try going one on one against evil spirits, vampires and the beautiful, but purely evil Mummy Queen. ✠ Luckily for you, your Gaia Game Pak comes with a free enemy profile poster, a wall map and a full color 84-page Explorer's Handbook. ✠ So get ready for the fiercest fight of your life. Because if you can't survive the dangers of the past, there is no hope for the future.

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SPECIAL FEATURE

Samurai Art Contest Winners

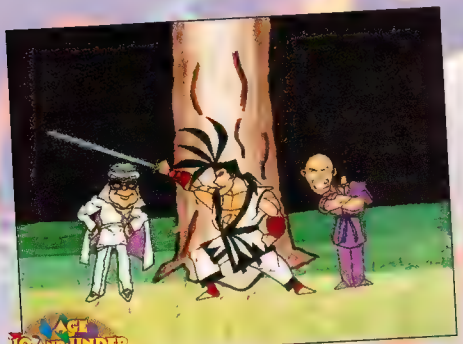
The results are in, and here are the winners! This summer's Samurai Art Contest matched up thousands of artists in every age group. To be eligible, artists had to send in an original illustration of a *GamePro* writer or editor in a video game setting. We picked one finalist from each age group – 10 and under, 11–14, 15–17, and 18 and over – and then randomly drew one of those four finalists as our overall champion artist. That champ will receive a Samurai Shodown arcade machine from Takara; the other three finalists will get Samurai Shodowns for the SNES, Genesis, and Game Gear, plus T-shirts.

We received so many terrific entries, it was almost impossible to pick the winners! Here are the final four:

And here's the Samurai Art Contest Champion!

AGE 11–14 FINALIST

RYAN TERRY, Houston, TX (14)



AGE 10 AND UNDER FINALIST

ALEX SHIH, San Diego, CA (10)

AGE 15–17 FINALIST

LARS PETERMAN, Cape Girardeau, MO (17)

AGE 18 AND OVER FINALIST

IVAN HURTADO, JR., Miami, FL (22)

EARTH 2
This time, WE are the aliens
Blastoff: FALL 1994
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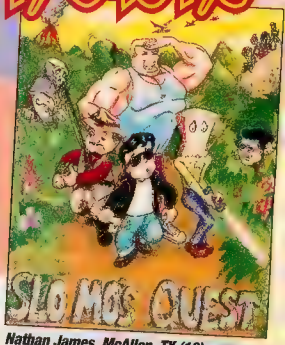
Samurai Art Contest

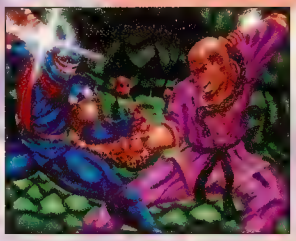
Honorable Mentions

Elgardo Rivera, Allentown, PA (16)

Shawn Walker, Syracuse, UT (16)



Nathan James, McAllen, TX (19)

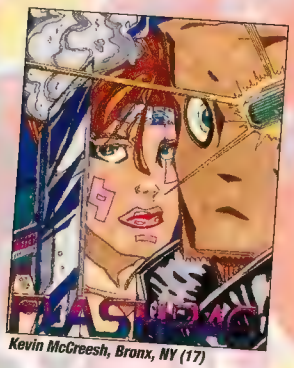


Sylvester Island, Jr., Chicago, IL (36)

Warren Tsang, Hacienda Heights, CA (18)

Gareth Hector
Renfrewshire, Scotland (21)

Michael Sean Horne, Fayetteville, NC (18)



Kevin McCreesh, Bronx, NY (17)

Andrew Ford, Cherry Hill, NJ (20)

Prudencio S. Torres, Baltimore, MD (25)

>■C-OME(IN(■■XX D-OOYOUOREA-D...TULLY!...■ ■IS THAT YOUX?.))))DO YOJ R.EAD ME...TU LLY?...I'M(■H■GONNA))..)FRY YO⌄R AS*S !THIS IZ X.■ ■■ROCKET.))))SCI ENCE...GAME.1...LOAD-STAR.■ ■■DO((()))U RE-AD.)E.■I■.. THIS I(…) ROCK

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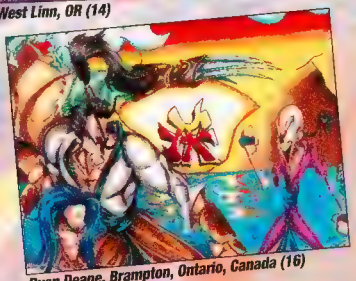
Samurai Art Contest Honorable Mentions

Vuk Kucmar Grkavac
Vancouver, BC, Canada (14)

Van Dang, Santa Clara, CA (10)

Mike Teske, West Linn, OR (14)



Ryan Deane, Brampton, Ontario, Canada (16)

Navindra Ramcharran
Newark, NJ (14)

Nik Fournier
Manchester, NH (15)

We also picked 50 winners at random (ages in parentheses):

Winners of Samurai Shodown for the SNES

Ted Bull
Glendale, AZ (19)

Jared Cote
East Hartford, CT (12)

Logan Goodall
Cedar Rapids, IA (14)

Christopher Kirchner
Nine Mile Falls, WA (14)

Shannon Hagerty
West River, MD (14)

David Throop
Flat Rock, MI (15)

Terrence Hamilton
Detroit, MI (14)

Josh Hunter
Florence, AL (13)

Chris Thornley
Newton, AL (17)

Ohm Unmongkolthavong
Lorton, VA (13)

Winners of Samurai Shodown for the Genesis

Joel Bennett
Bartlett, IL (14)

Jeremie Canty
Leadville, CO (19)

Lucas Heineman
Cochrane, WI (13)

Erik Lethcoe
Quartz Hills, CA (16)

Eddie Magana
Fontana, CA (18)

Torrence Perrins
Milwaukee, WI (13)

Michael Pittaro
Hudson, NH (19)

Marcos Ramirez
Las Vegas, NV (15)

Teresa Rayburn
Huntington, WV (26)

Brian Sabin
Parma, OH (11)

Winners of Samurai Shodown for the Game Gear

Brian Athos
Pleasanton, CA (15)

Eric Chance
Helotes, TX (14)

Deborah Clark
Temple Hills, MD (27)

Brandon Invergo
Lombard, IL (12)

Nicholas Kelling
Phoenix, AZ (14)

Aaron Kren
Allen Park, MI (16)

Kelly Lam
Manteca, CA (14)

Alex Martinez
Chaparral, NM (21)

Duane Strickland
Panama City, FL (16)

Martin Tijerina
McAllen, TX (18)

Winners of Takara T-Shirts

Heather Cameron
San Diego, CA (11)

Steve Connor
Colorado Springs, CO (15)

David Counts
Omaha, NE (12)

Jan Gawaian-Guinto
Daly City, CA (11)

Steven Hansen
Moreno Valley, CA (9)

Dan Luce
Glenview, IL (14)

Dan McReynolds
Ravendon Springs, AR (14)

Judson Meeks
Jacksboro, TX (11)

Staci Rodriguez
Shafter, CA (12)

Arthur Schaper
Torrance, CA (13)

Winners of *GamePro* T-Shirts

Vanessa Adams
Ontario, Canada (16)

Clifford Allen
Brooklyn, NY (12)

Michael Angelo
Waukegan, IL (24)

Janet Barnes
Graham, NC (10)

Heather Gartland
Wallington, NJ (8)

Michael Jordan Mason
Pasadena, MD (11)

Eberth Mejia
North Miami Beach (35)

Michelle Sang
Westboro, MA (9)

Andrew Stovesand
Reno, NV (11)

Tomasz Strzelczyk
Ontario, Canada (13)

Congratulations to everyone who entered! Amazing effort!

IN

SIX

PAGES

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Real quarterbacks don't look through passing windows when they drop back, so why should you? ESPN Sunday Night NFL gives you a full-field perspective, so you can check off all your receivers while reading a nickel zone, or burning a cornerback in man-to-man.

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From the moment your QB releases the ball, you've got complete control of your receivers. And when you complete the pass, the EZ Cam zooms right in on the action. But don't fumble, or you'll be humiliated by Chris Berman taunting you from the booth (realism has its price).

ALL 28 NFL TEAMS

The game has detailed, updated NFL rules (like the 2-point conversion), and play options most other games wouldn't even understand. You can play an entire season in the rain, sun and snow, and save all your stats with the battery back-up.

FULL CONTROL OF YOUR RECEIVERS AT THE RELEASE OF THE BALL LETS YOU RUN UNDER THE BOMB OR COME BACK FOR AN UNDERTHROWN PASS.

CAN YOU SAY "F-U-M-B-L-E," CHRIS BERMAN CAN. AND WILL. LIVE FROM THE BOOTH ON SEGA CD, THERE'S EVEN MORE BERMAN PUNS OVER 10 MINUTES OF VIDEO HIGHLIGHTS.

So if you love passing windows, buy another game. If you love passing, buy ESPN Sunday Night NFL.

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ESPN NATIONAL HOCKEY NIGHT

IF YOU THINK ALL HOCKEY SIMULATIONS ARE ALIKE, THIS ONE WILL GIVE YOU A NEW PERSPECTIVE.

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ESPN National Hockey Night takes you out of the nosebleed section and throws you right down on the ice. This is the only hockey simulation with two perspectives - vertical and side views. So when your center gets checked into the boards, you can see it from the boards. And when your right wing floats a pass through the crease from behind the net, you can watch it from behind the net.

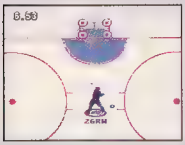
The players aren't just big. They're huge. And so is the ice surface. So all the action is right in your face.

The slap shots, wrist shots, drop passes, and flip passes, all with the most realistic puck physics you've ever seen. Did you say hitting?

REALISTIC PUCK PHYSICS THE PUCK FLIPS AND BOUNCES AROUND THE ICE LIKE THE REAL THING.

A BIGGER ICE SURFACE THAT ALLOWS BEHIND-THE-NET ACTION.

ESPN National Hockey Night lets you dish out three different kinds of checks (on Sega CD you can dish them out to all the real players in the NHL). And if that's not enough to make you hum "Oh Canada," ESPN's Bill Clement is there in the booth every step of the way. So if your star goalie suddenly becomes a sieve in the Stanley Cup® Finals, Bill won't let you forget it. Check out ESPN National Hockey Night. It'll give you a whole new perspective on hockey.



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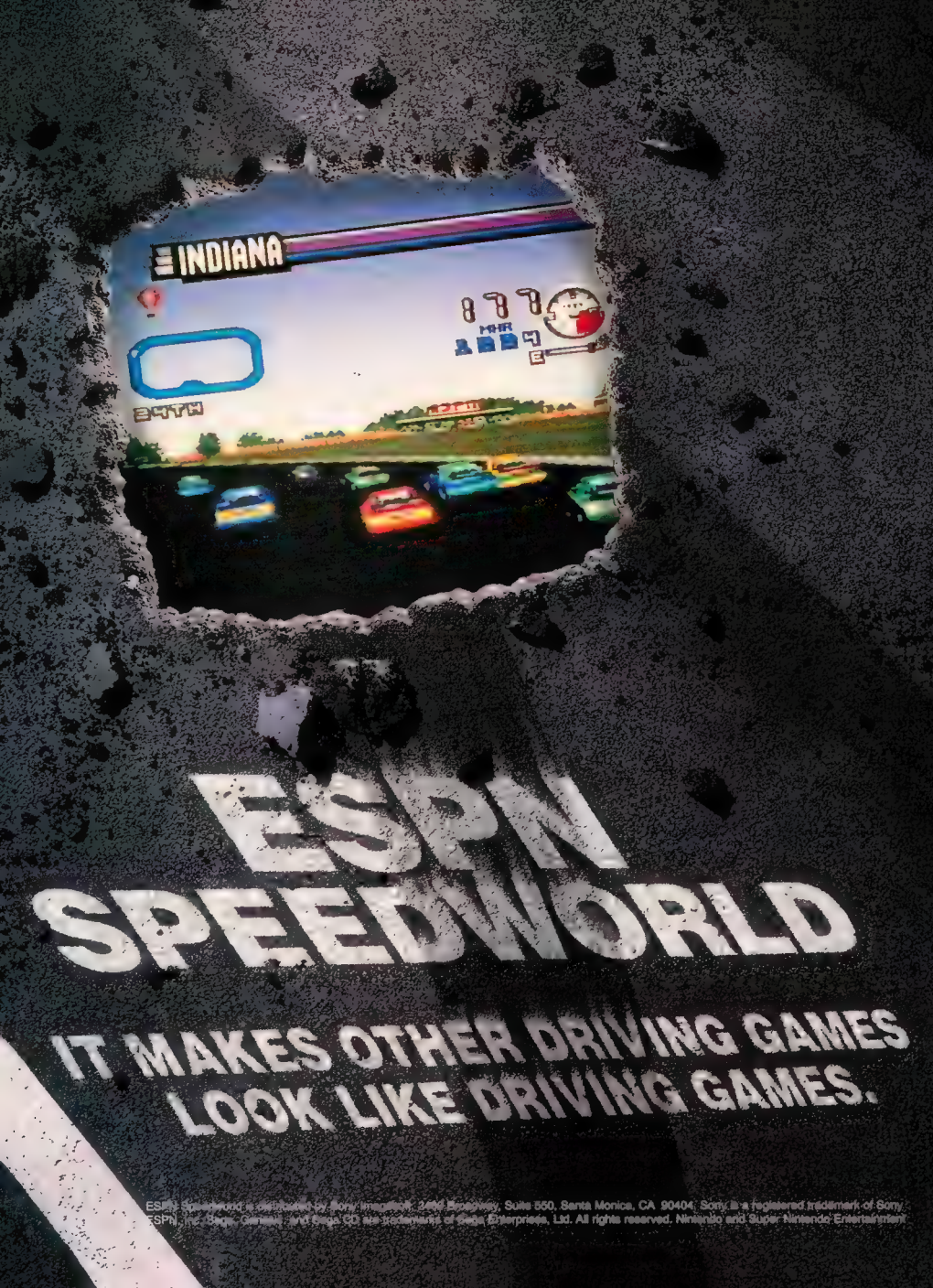

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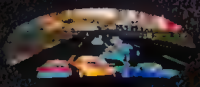

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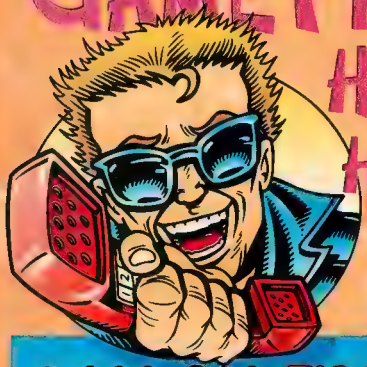

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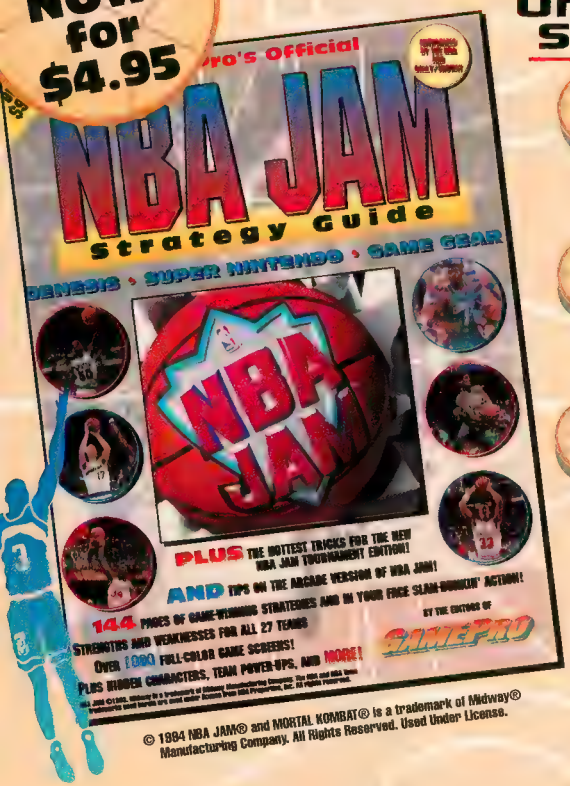

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NBA JAM

PreView

Cruis'n USA

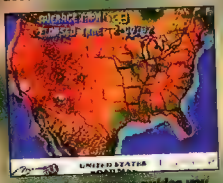
By Bro' Buzz

If you want to take a peek into the future, get ready to drive. The Ultra 64, Nintendo's next-generation 64-bit video game system, is cruisin' into the arcades!

Winning drivers make a custom license plate.

Whoa, Sailor!

Cruis'n USA is a fender-banging coin-op that leads road racers across the country in a multicar rally. You can pick short hops through places like the Arizona desert or Beverly Hills, or you can sign up for lengthy runs that stretch between places like San Francisco and Washington, D.C.



The handy road map guides you across America.

Even Beverly Hills is no leisurely pleasure drive.

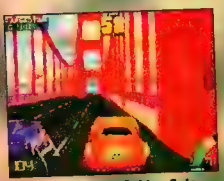
Drivers select their cars from a snazzy stable of high-priced horsepower that includes Stingrays, Ferraris, Porsches, and a cherry-red roadster. The cars pack plenty of punch if you can get them in gear, so select Cruise-O-Matic or Manual 4-Speed Powershaft.

Choose your dream car but be prepared for mucho dents.

Ultra-mate Graphics

With respect to graphics, the Ultra 64 struts its stuff. Drivers choose a behind-the-car or behind-the-wheel perspective. The game tucks key displays (the speedometer, the tachometer, radar, and rankings) into the corner to provide a clear, unobstructed view of the road – and a better view of the detailed, scenic roadside graphics.

Scope out this close-up detail during crashes.

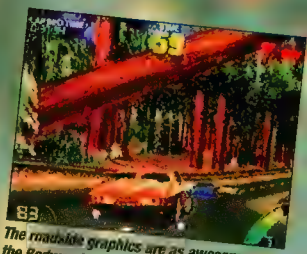


Cruis'n opens the Golden Gate.

The forward-scrolling action drops you right down on the roadway for a sometimes-dizzying view of the action. You'll slide through turns or spin out in 360-degree circles. Floor the accelerator at the top of a hill, and you'll fly through the air.

Cruis'n comes packed into a slick sit-down unit that's mounted on hydraulic lifters to make you feel every bump. With the hot Ultra 64 graphics flashing on-screen, it's enough to make everyone but hard-core drivers a little queasy.

Cruis'n USA
By Midway
Available Now



The roadside graphics are as awesome as the Redwoods.

Spin out with Ultra 64 graphics.

Xpect the UnXpected

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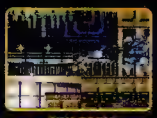

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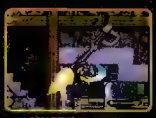

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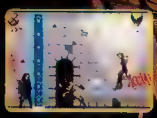

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DARKSTALKERS
The Night Warriors

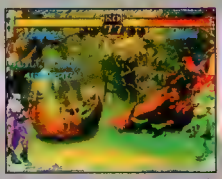
ProReview

By Slasher Quan

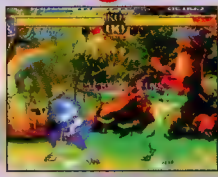
When the World Warriors retreat from the streets to the solace of their beds, something emerges from the shadows to stalk the night. It's lean, mean, and has great anime artwork, unique characters, super moves, big combos, a familiar style of play – and a name: Darkstalkers. This monstrous one-on-one fighter is a Street Fighter II imitation from Capcom, but it'll give any fighting fan a howling good time.

Choose from ten infamous monster fighters in Darkstalkers.

PROTIP: Get started with a complete list of all the Special Techniques and Super Moves in "The Fighter's Edge" on page 228.

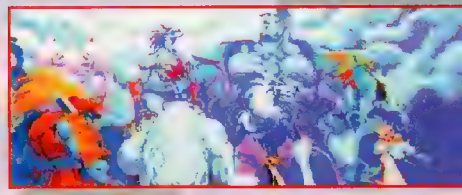


PROTIP: You don't always need skill to do a big combo. Try Morrigan's Doppleganger Super Move for an automatic 14–15 hit combo.



All the characters have their own unique win and loss animations.

You gotta check out these outrageous moves! Anakaris's Pharaoh's Curse turns the opponent into a helpless critter for a few seconds.



Monster Bashin'

A clash of ten creatures, Darkstalkers's based on some of the most acclaimed monsters from horror film and pulp fiction, including Frankenstein, Catwoman, Merman, and so on. The characters range from evil and fierce (like the Were-wolf) to preposterous and goofy (like the Abominable Snowman). You'll love 'em or laugh at 'em.

Either way, your eyes will fall out of your skull when you see the gorgeous Japanese anime-style art. Although the monsters don't have the awesome shading and detail of SF II, the cartoonish animation is more outrageous and exciting than any fighting game to date.

With amazing moves and characters, there's little chance that Darkstalkers will be the terror that flopped in the night.

Dracula or Ryu?

Play technique falls somewhere between Street Fighter II and Street Fighter II. You'll notice that an inordinate number of characters have both Fireball and Uppercut moves. Is Ryu disguised as the Vampire? Could that be Ken crossdressing as the Succubus? It's okay, though, because many variations of old moves, as well as all-new moves and general techniques, fill the game. For example, it's possible to block in the air, which has never been done in any game!

Like SSF II Turbo, a power bar at the bottom of the screen lets you unleash Super Moves. Unfortunately, you only have a few seconds to pull a Super, and if you accidentally do a normal Special, you waste the charge for the bar.

Competitive Factor

DS is close to SF, but who's complaining? The Stalkers have all the action and game-play depth that hardcore competitive fighters appreciate. Two-in-ones, multihit combos, throws, a detailed system of counter-moves, and all the other classic ingredients are here. Ten all-new characters means mucho time and mucho possibility for some great tournaments!

The Celery Stalks At Midnight

All Bunnicula jokes aside (now there's a character Capcom forgot to include), Darkstalkers is a hard game to put down when compared to Mortal Kombat II, Primal Rage, and Virtua Fighter. Capcom definitely scores a hit with DS.

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greatest soccer video game ever. Practice your dribbles, shot blocks, and corner kicks to become the world's best soccer team. With its lifelike players, intense graphics and animation, and instant replay option, Capcom's Soccer Shootout brings the world's most popular sport home like never before.

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HOT AT THE ARCADES

By The Obliterator

T-MEK is Time Warner Interactive's latest combat simulator, and it's sure to blow your socks off! MEKs are best described as futuristic, hardcore killing machines (similar to tanks) that wield awesome firepower. Your objective is simple: Win the T-MEK Tournament. To accomplish this feat, you must battle your way up a 12-rung tournament ladder, much like Mortal Kombat's. You'll face formidable MEK drivers, six deadly bosses, and ultimately Nazrac, the Tournament's sponsor.

T-MEK ProReview

Killer MEKs

As you prepare to fight, you select one of the six MEKs, which vary from the speedy Hyper MEK to a missile-toting Suicide MEK. Each machine has three attributes (speed, armor, and special-weapon systems) that make it unique. MEKs are controlled by two joysticks, a setup that resembles the controls of a tank. Push both sticks forward to move forward, the left stick forward and the right stick back to rotate left, and so on. Control is fluid and easy to learn.

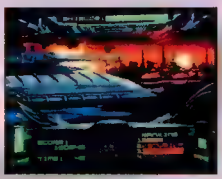
Nazrac "The Eliminator and Supreme T-MEK Warrior"

Once you've selected a MEK, you're transported to an off-world arena with at least three other MEK drivers to duke it out in a timed match. Scoring points is accomplished by hitting and destroying other MEKs with your array of deadly weapons.

PROTIP: The wide open space of the Sun's Anvil Arena is best suited for the fast Speed and Hyper MEKs. The missile-carrying Assault and Suicide MEKs also do well here because their missiles have no obstructions.

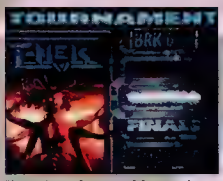
Sensory Overload

T-MEK has a Total Immersion Sound System, called "CAGE," that surrounds you with true quadraphonic sound. The units are also equipped with a "Rumble Seat" that enables players to feel explosions, adding an extra level of excitement to the game.



PROTIP: For a better score in a normal match, attack the MEK driver with the highest score. If you have the highest score, go for the dude beneath you. A first-place player is worth 80,000 points, while the value of each place (2nd, 3rd, 4th) beneath them decreases in 20,000-point increments.

While T-MEK's graphics are not groundbreaking, they sizzle with depth and realism. The MEKs are beautifully illustrated, detailing the smooth curves of the Speed MEK and the raw power of an Assault MEK. Graphic elements like the MEKs VidCam even show enemy drivers getting blown to bits when their MEKs are destroyed.



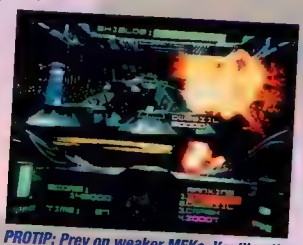
Venusiva – boss and former lover of Nazrac.

PROTIP: When you take on the bosses, you must also fight their two guards. Be sure to destroy the guards first and collect their energy cores, which will replenish and strengthen your shields. You will also be able to fight the boss without interruption from the guards.

We Gotta Hot One for Ya

T-MEK is a true in-your-face game experience, with mind-blowing sounds, sensational graphics, and enough adrenaline-pumping action to get anyone jazzed.

PROTIP: When you fire a missile from either the Assault or Suicide MEK, you can abort its flight by pulling the trigger button on the right joystick.



PROTIP: Prey on weaker MEKs. You'll notice a Control Panel on the lower righthand corner of the screen that shows who's in the lead. The darker a player's name appears, the weaker his shields are.

Alexey Pajitnov, creator of *Tetris*®, dares you to

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Angus MacGreggor shows Thundra there's more than one legendary monster in Scotland.

Danja didn't just leave her heart in San Francisco. Thanks to the nimble Thundra, she left a few pints of blood, too.

Apparently, the West was won with a charbroiling fireball. But wait till you see what Pakawa has up his sleeve.

KASUMI NINJA

ATARI

So you may have to walk with a slight limp. And people might call you "Lefty" or "Stump." All things considered, though, you got off lucky.

It's just the way things go when you play Kasumi Ninja, the first 32-Meg fighting game for the 64-bit Atari Jaguar. Yeah, things get graphic, all right. There are death moves like scalping, kicks that puncture lungs, and enough blood to make a surgeon hurl.

But, unlike other fighting games, there's a point to all this carnage. Beating your opponent means you sharpen your fighting techniques and acquire secret items that will help you through a 3D labyrinth for your final battle with Gyaku, the possessed Ninja elder.

So after you maim Gyaku and butcher whatever else might come your way, you win. Isn't that worth a limb or two?

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It's a jungle in there. Good thing Danja has the street-brawling skills needed to fight her way out.

The brute strength of Pakawa allows him to bench press even the most ruthless of barbarians.

Senzo feels at home in his 3D texture-mapped shrine. And his morning routine consists of blood aerobics.

HELP, I'VE BEEN MEMBERED AND I CAN'T GET UP.

JAGUAR 64 DO THE MATH

INTERACTIVE MULTIMEDIA SYSTEM

SPECIAL FEATURE

THE MAKING OF PRIMAL RAGE

From bare bones to monster masher: GAMEPRO gets behind the scenes of the hottest new arcade fighting game.

By Scary Larry

What happens when you cross dinosaurs and fighting games? You get the most awesome prehistoric punch-out since King Kong wrangled that T. rex to the ground! Time Warner Interactive, the distributors of Primal Rage, allowed us to take an inside look at how this innovative fighter was developed – from the construction of the models to the stop-motion animation.

Every model reflects the careful attention to detail found throughout the game.

Stop Motion 101

Stop-motion animation is a special-effects technique as old as film itself. Beginning in the 1920s with the dino-discovery flick *The Lost World* directed by Willis O'Brien, stop-motion animation has let filmmakers create a character, usually a monster or other fantastic creature, and painstakingly film its movements one frame at a time. The end product is a realistic reproduction of an animal, mineral, or vegetable that looks good and is cheaper to maintain than a lifesize dinosaur or prehistoric ape.

Talon's ready to roar!

Both Dennis Harper, the producer of Primal Rage, and Jason Leong, the lead animator, share this appreciation of realistic movement and lifelike fluidity, so they utilized it for their video game. Primal Rage should prove to be one of the season's best fighting games because its stop-motion animation adds detail and depth that other games can't approach with conventional techniques.

Team Primal

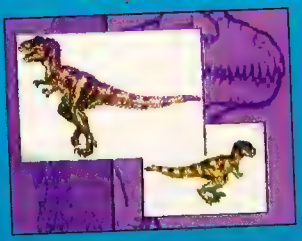
The Primal Rage production team consisted of vets like Pete Kleinow (known for his work on *Gumby* and *Army of Darkness*) and Dan Platt (a model maker known for his expertise with fantasy figures). A number of crew members were new to the stop-motion process, but they shared a vision of making the game the most unique, action-packed fighting game to date.

The Primal Rage crew (from left): Pete Kleinow, Cameron Petty, Jason Leong, Dennis Harper, Steve Reisenberg, Frank Kuan, Adelbert Mlak.

The crew worked 12- to 14-hour days on the project. Each character required more than 100 frames of animation per sequence, with about 70

A PRIMAL PROCESS

Step 1: Dino Drawing



Animator Jason Leong started the game's development with a series of two-dimensional production sketches showing the dinosaur (or ape) in various poses. These drawings served as the foundation for all aspects of the crew's development work. The colors, patterns, and "personality" of each creature were also created at this point.

Step 2: Models, Inc.

Model maker Dan Platt then sculpted a three-dimensional model of the figure based on Leong's drawings. He incorporated a tremendous amount of detail, such as the folds of the skin and jaw structure. When the unpainted model hardened, it progressed to the next step.

sequences per character. In all, about 400 frames per fighter were required for filming. Aided by computers, the crew then processed the film into digital images and touched up every frame to add more depth.

He can walk the walk, but can he talk the talk?

Why so much work? Tons of animation that most players don't notice must be worked into the game to capture the proper feel. For instance, when the dinosaurs and apes are standing, they will bob and weave dramatically in preparation for the fight. Backing up, blocking, and even reacting to hits all require separate, minuscule movements.

The dedication to detail is evident throughout Primal Rage. Kudos to the Primal crew for bringing its vision to our arcades! G

The crew worked overtime so you could get into a game that looks as great as it plays!

Jurassic spark!

The Step-by-Step Creation of Primal Rage

Step 3: Plastered

Plaster was then poured over the hardened sculpture, and a mold was created. This mold was filled with whipped foam latex that, when cooled, formed a fully movable, poseable three-dimensional "skin" into which the armature was placed.

Step 4: Steel Deal

A fully flexible metal armature had to be constructed so the crew could pose the fighters realistically. Traditional ball-and-socket joints didn't quite cut the prehistoric mustard, so to speak, so new and improved armature joints were created specifically for this project. These revolutionary new armatures provided total flexibility – and will probably be patented by the designers.

Step 5: Color My World

The models were then airbrushed according to Leong's drawings. The personality of each fighter comes alive in its coloration, so it was important to adhere to the pre-production designs. The characters incorporated elements of their backgrounds, so Blizzard got an ice-blue treatment, whereas Diablo went for the volcanic molten-red look.

Step 6: The Claim-To-Fame Game

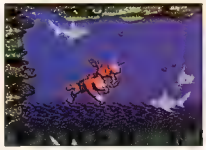
The finished product is a fantastic fighter with innovative graphics and great special effects. You'll never go back to the Streets again!

Donkey Kong Country.
You won't believe it either.

Hold on to your banana. This is gonna put hair on your chest...and maybe even your back.

It's **Donkey Kong Country.®** The first home video game entirely created on the supercomputers of SGI (the same ones used for that Jurassic Park™ flick.)

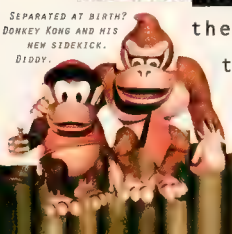
This **32 MEG monster** is gonna have you scratching yourself all over. A juiced-up jungle packed with over 100 chest-pounding levels.



A 16-BIT GAME THAT LOOKS LIKE 32-BIT? SURE, WHEN MONKEYS SWIM...

Blinding snowstorms, exploding barrels, crazy monkeys riding on the backs of fish ... it's all here in Nintendo's biggest game ever.

And with **ACM* technology,** the action is totally realistic and fully rendered. Meaning, it looks really cool. Heck, it even sounds 3-D!



SEPARATED AT BIRTH? DONKEY KONG AND HIS NEW SIDEKICK, DIDDY.

But the best part is you get all this on a Super NES. And you don't have to go out and blow your wad on some extra piece of hardware to get it — unlike some other systems we know. (Hint: rhymes with "Schmega".)

So grab a vine and start yelling **"OOH OOH!"** The beast is back. And he's second banana to no one.

Only For SUPER NINTENDO ENTERTAINMENT SYSTEM

PLAY IT LOUD℠

CUTTING EDGE

Inside the Sony PlayStation

How will the Sony PlayStation generate knockout graphics?

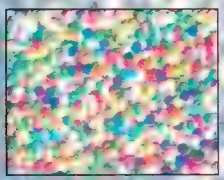
It's in the chips.

By The Whizz

In the high-stakes game to produce a next-generation electronic-entertainment system, Sony is betting that fewer chips will draw it a winning hand. That's why it teamed up with LSI Logic, one of the world's foremost semiconductor manufacturers, to build the CPU (central processing unit) for its new PlayStation.

LSI: A Logical Choice

LSI Logic specializes in producing computer chips called ASICs, or application-specific integrated circuits. ASICs are custom built to perform certain jobs. In the PlayStation's case, the job is to display and run killer video games!

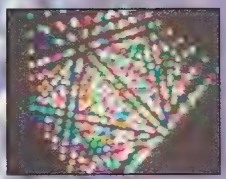


Two-dimensional graphics are called sprites. Most video game systems can render 100 sprites at once. The PlayStation will reportedly render 3000 sprites at once (1/60 of a second). These two-dimensional balls are composed of 16-by-16 pixels in 16 colors.

The LSI connection should put the PlayStation in good company among the hardware fraternity. Cray, IBM, and Silicon Graphics are among the many companies that build special computers with LSI ASICs. And you may recall that Nintendo is partnering with Silicon Graphics to build its 64-bit Ultra 64 game machine. In fact, Sony claims the PlayStation's silicon muscle can and will perform graphics gymnastics that the PC-compatible Pentium and the Macintosh Power PC can't match!

Sony's PlayStation features 32-bit graphic power.

Sony hopes this controller is your key to amazing visual experiences.

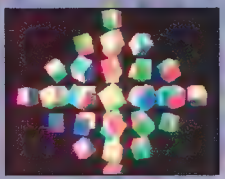


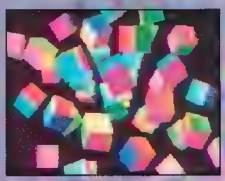
The PlayStation will be able to position and rotate complex images, such as this matrix of two-dimensional balls, in three-dimensional space, so that a player's viewpoint can change in real time via the game controller.

It Ain't Easy Being Small

LSI calls the task of creating the PlayStation CPU one of its greatest challenges. In the good old days of video game system design, individual chips were used to perform individual tasks. Building a game system meant constructing circuit boards filled with chips.

LSI uses semiconductor manufacturing techniques that shrink the circuitry within a chip to 0.5 micron or 1/200 of the width of a human hair. That means that a single chip can hold more stuff, such as the microprocessor, memory functions, communications controller, and the video functions. Sony claims that what previously took several chips





These are multicolored three-dimensional cubes in 640-by-480 pixels resolution. The viewpoint, magnification, and reduction can be changed with a game controller in real time.

and boards will be condensed to one chip the size of a child's fingernail in the PlayStation.

Since the PlayStation hardware will have fewer chips, it should be more compact and require less power. Coded electronic game instructions can be processed at blinding speeds in the compact CPU chip, as opposed to making relatively lengthy long-distance connections across a larger chip or at the other end of a printed circuit board. Sony hopes that will translate into greatly enhanced video game action.

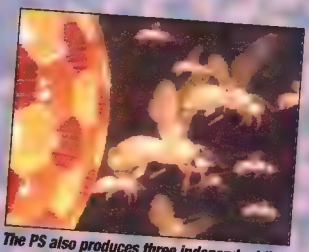
Visual Advantage

It takes more than good looks to make it in the video game arena, but it seems like Sony and LSI have taken a good look at PlayStation graphics. Play time is scheduled for November in Japan and late '95 in the U.S.

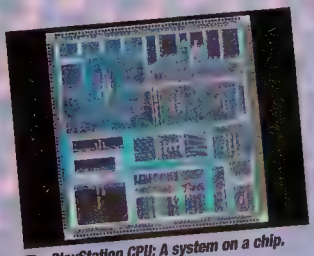
Gravity, static collisions, and elasticity are among the physical properties the PlayStation can simulate.

The PlayStation supports JPEG compression to produce high-resolution, full-motion, full-color, full-screen video running at 30 frames per second.

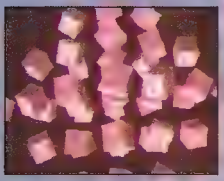
See-through effects such as fog can make objects transparent.



The PS also produces three independent light sources in hardware: red, green, and blue. It can shine multicolored lights across objects that have been texture mapped and change the light source's position.



The PlayStation CPU: A system on a chip.

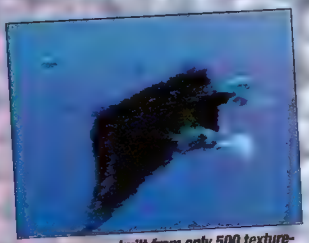


The PlayStation will be able to wrap three-dimensional objects in graphic designs using texture mapping, which makes polygon objects look more realistic.

The PlayStation will display full-motion video. The CPU incorporates video decompression and decoding into its architecture, enabling it to play compressed video from CD-ROM.

You can command this Tyrannosaurus rex with the PlayStation controller. He was built from 2700 texture-mapped polygons.

This walking dude was generated using texture maps over a polygon-based body form.



The Manta was built from only 500 texture-mapped polygons. The fish swimming around him move via a fish simulator. Players can control the Manta.

TELL YOUR PARENTS IF THEY GET YOU DONKEY KONG COUNTRY YOU'LL PUT ON A CLEAN SHIRT.

Pre-Purchase Donkey Kong Country at Babbage's and Get a FREE T-Shirt When You Pick Up Your Game.

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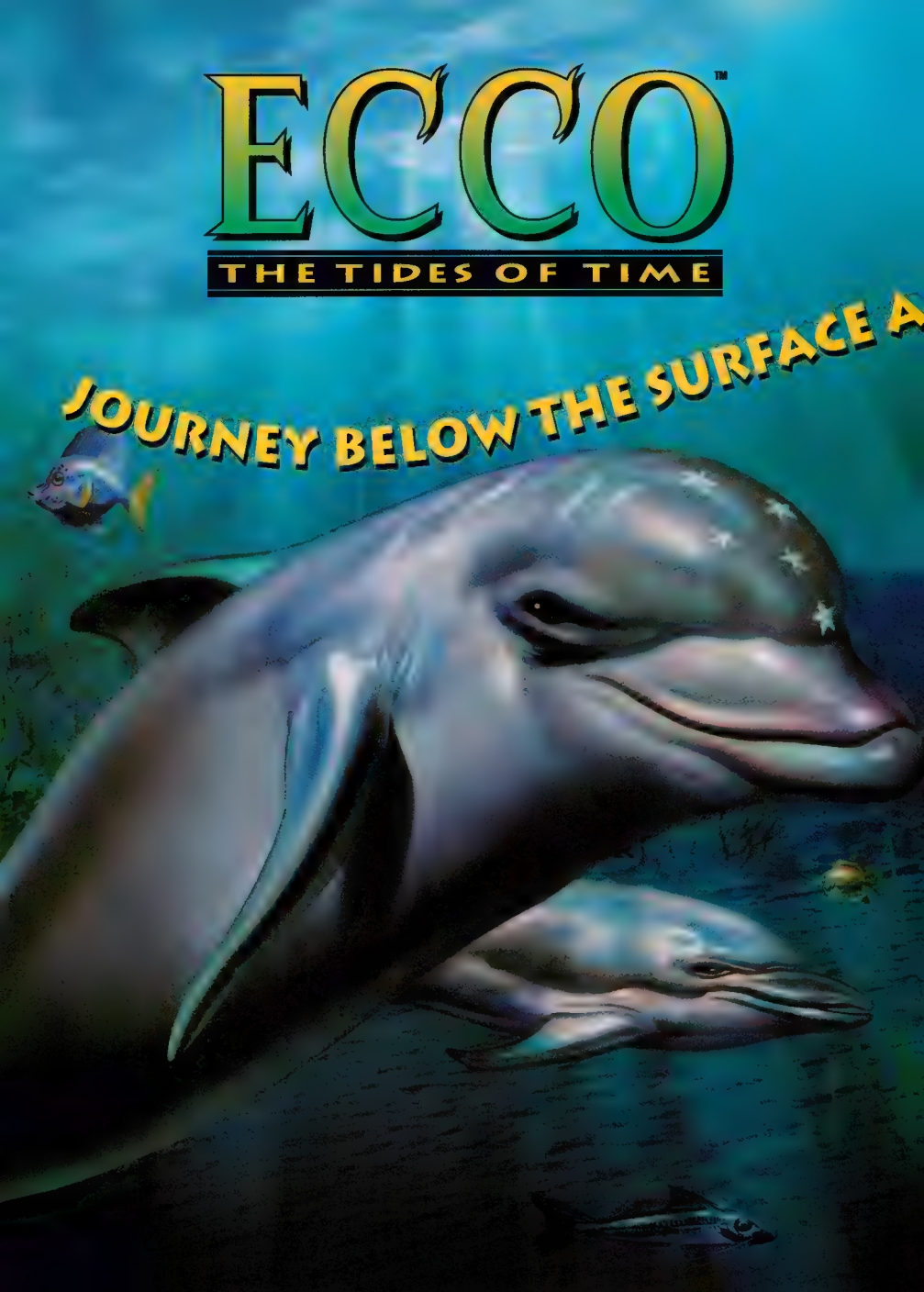
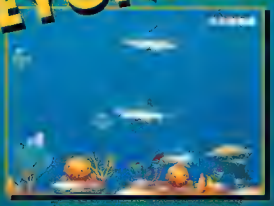
THE TIDES OF TIME



D BEYOND YOUR IMAGINATION!



ECCO MORPHS! Transform into a shark, a seagull, or other creatures to avoid detection and danger. Which one is Ecco?

DITCH THE WITCH! Make a past Medusa and her treacherous tentacles to safety—or you may have to start at some point. You know there's going to

SHELL OUT! Peel off the eels without getting that crushing feeling. Here are the best shells there

OBEY THE LAW! Gravity rules in these tubes, so keep your eye on the meter to see which way the tide is turning!

SET SAIL! Travel the seas in all new 3-D stages. Jumping through these rings will get you where you're going and wherever you go, there you are!

MAKE NEW FRIENDS! Meet Trellia, a dolphin from the future, here to help Ecco defeat the Vortex.

Glide into adventure on a grand scale as the epic journey of Ecco the Dolphin continues! The seas may appear calm—but the Vortex demands revenge! Explore thousands of nautical miles in oceans of mind-bending gameplay, including breathtaking computer-generated 3-D sequences in the SEGA CD version! Get back into the water—and into the mystic, mythic world of adventure—with Ecco The Dolphin!

SEGA SEGA GA

COVER FEATURE

Beavis and Butt-Head Don't Bite

Uhhhh, heh-heh, heh-heh...

By Toxic Tommy

Genesis ProReview

Beavis and Butt-Head are bad boys on MTV, but in this season of rating systems for video games, they have to clean up their act for a romp on the Genesis. So Viacom watered down their gross, hormone-charged humor and axed the MTV videos.

What's left are the simple graphics and the simple mentality of the cartoon, which don't necessarily translate into a simple video game. Beavis and Butt-Head is for gamers who possess both thumb speed and the patience to undertake a lengthy junk hunt to crack obscure puzzles.

Air guitar!

PROTIP: You might find useful stuff anywhere, even in the couch.

GWAR Rules

Beavis and Butt-Head have finally scored tickets to a concert by their favorite heavy-metal group, GWAR, but Mr. Anderson and his pugnacious poodle teamed up to shred the tix. One or two gamers play as Beavis and Butt-Head as they search for ticket fragments through seven levels (including Highland High and Turbo Mall 2000) based on the TV show.

This long, tough game requires fast fingers and sharp eyes. You channel-surf back and forth between levels in an imaginative interface that features the familiar B&B living room and ratty TV. On every level, you jump and dump on foes to collect objects that you need to find ticket pieces. Aggressive adversaries like brain-bashing cops and irritating family pets charge at you from off-screen.

PROTIP: Mr. Van Driessen has a lot of helpful info.

The offensive firepower is definitely offensive: Beavis burps up bad breath, and Butt-Head bends over to unleash a blinding burst of, uhhh...natural gas. You know what's coming when the opening credits feature B&B in the old "pull my finger" routine.

Fortunately, the controls are crisp – the interface requires intensive button pressing, and you practically live in it. Finding useful stuff depends a lot on trial and error. You must continually cycle through your inventory to determine whether objects make something happen, and once your pockets are full, you have to drop one item to pick up another.

PROTIP: The guy at the Turbo Mall Pawnshop pays cash for your stuff and sometimes gives you helpful info for free.

PROTIP: Sometimes it's best to avoid a fight.

PROTIP: The hospital is strictly for sick boys.

Gross Graphics And Sounds

The graphics are, well, graphic, but the overall visual style is right on with the flat, cartoony look of the TV show.

PROTIP: When Billy Bob chases you, three collisions do you in.

Dude, are we, like...dead?

You may wind up in a deep, dark place, dude.

Super NES PreView

By Toxic Tommy

The distinctive Beavis and Butt-Head grunt-laughs ("Uhhhh, huh-huh, huh-huh, cool") are a vocal treat, backed up by plenty of body noises. Unfortunately, the music track's

PROTIP: Beat Mr. Anderson, and he'll have something for you.

blah heavy-metal beat draws major air, but the B&B theme tune may pull you through.

Like, It's a Weird World, Dude

This cart's cranium-cracking puzzles and gross humor may be unsuitable for some kids, but so is the Beavis and Butt-Head show. Although the guys play a good game, you'll still want your MTV.

Whoa! Heh-heh, heh-heh. GWAR's in town and that means Beavis and Butt-Head will be hot to hear their favorite heavy-metal band in concert. The two dim dudes don't have any money, so they decide to take snapshots of

The Streets of Highland aren't safe – but who's the bigger menace?

themselves doing cool stuff so GWAR will think they're cool and let them into the concert for free.

Beavis and Butt-Head Declare GWAR

Unlike the Genesis cart, an action/puzzler, this 12-meg SNES game is jump-and-shoot side-scrolling madness á la the TV show. One or two players will steer the guys through a rampage with cool stuff like paintball guns, an I.V. gun,

Couch Fishing for bonus goodies.

and chainsaws against B&B regulars such as Todd (the Highland High bully), cowboy Billy Bob, and their nasty neighbor, Mr. Anderson. You might get to play Beavis or Butt-Head in their favorite fighting game, Butt Fighter!

The guys will trash four levels in the town of Highland – Highland High School, Highland Hospital, the Turbo Mall 2000, and the Streets of Highland – before they try to crash the GWAR concert.

Coolness Counts

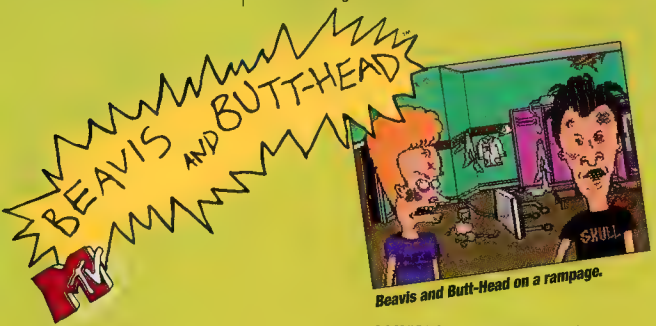
Will Beavis and Butt-Head rule? Are you, like...stupid or something? Just remember, don't try this stuff at home...unless it's on your SNES!

Beavis and Butt-Head
By Viacom New Media
Available October

Highland High needs help!

Trash the Turbo Mall.

X-rays can't stop B & B.



Beavis and Butt-Head on a rampage.

Game Gear PreView

BEAVIS AND BUTT-HEAD

By Toxic Tommy

Beavis and Butt-Head will be on the GWAR-path on the Game Gear, too! As in the SNES and Genesis games, the guys will be hot to dig out the dough to make it to the concert. This time they trash

Take a whack with the glove bats.

Side-view action fills the Game Gear screen.

their favorite Highland hangouts in a side-scrolling, jump-and-dump smashfest through four levels. The action looks pretty good, but the sounds – including the B&B theme tune and, of course, the goofy laughs – were primo on the prelim cart. Beavis and Butt-Head are out to rule handhelds! G

Beavis and Butt-Head
By Viacom New Media
Available October

The entire neighborhood's on the alert for B&B.

Butt-Head has all his moves.

Beavis and Butt-Head – cool!

WF

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SUPER NES® GAME BOY® WF RAW™ GENESIS™ GAME GEAR™

ALL NEW MEGA-MOVES LIKE THE CANNONBALL...

AND THE FIELD GOAL KICK!

FIRST 4-PLAYER WF GAME!

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NEW PINS AND SUBMISSIONS!

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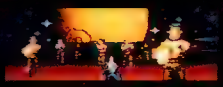
Acclaim® entertainment inc.

IF YOU DON'T HAVE EYES IN THE BAC

YOU'RE ALL ALONE IN A SPACE COLONY. EXCEPT FOR THE HUNDREDS OF KILLERS WAITING TO GUN YOU DOWN LIKE A DOG.



THEY'RE IN FRONT OF YOU. IN BACK OF YOU. TO YOUR LEFT. TO YOUR RIGHT.

BASICALLY, YOUR CHANCES ARE PATHETIC.

THE KEY TO SURVIVAL?

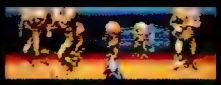
SHOOT THE LIVING SNOT OUT OF EVERYTHING IN SIGHT, THEN COLLECT MORE WEAPONS OFF THE WARM DEAD BODIES.

OF YOUR HEAD, YOU'RE DEAD MEAT.

SHOTGUNS, HAND GUNS, LASERGUNS, GRENADES, FLAMETHROWERS, ROCKET LAUNCHERS...

IT HELPS IF YOU'RE RUTHLESS.

IF YOU AREN'T, YOU'RE DEAD MEAT.



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You think you want to be King?

Get real. You're starting life as Simba, the cub. To survive and grow into a powerful adult lion, you must perfect your savage pounce, reckless roar and master fighting with all four paws. If you survive the challenge, you'll grow into a strong, ferocious adult lion.

So prepare to scrap with hyenas. Blast through an elephant graveyard. Battle an in-your-face stampede of trampling wildebeests. And you'd better quit hanging with slackers like Timon and Pumbaa, unless you want to be scarfing bugs the rest of your life!

Are you sure you want to be King? Then it's time to cut loose in the deadliest one-on-one brawl ever. Defeat your evil Uncle Scar. Recapture the Pridelands. And reclaim your rightful place in the Circle of Life.

- [redacted] follows the adventures of the hit movie *The Lion King* through 10 levels of action, puzzles and combat.
- [redacted] hand-drawn by top Disney animators and packed with the latest Digicel™ technology in a 24-meg cartridge.
- All 9 music selections from the movie, including *"The Circle of Life," "Just Can't Wait to Be King"* and *"Can You Feel the Love Tonight,"* composed by Elton John and Tim Rice.
- Able to control four characters: young Simba, adult Simba, Timon and Pumbaa.

See THE LION KING this holiday season at a theatre near you.

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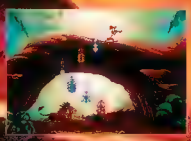
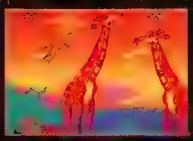
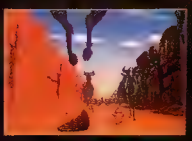
Disney SOFTWARE

THE LION KING

24 meg. Sega™ Genesis™ and Super NES®



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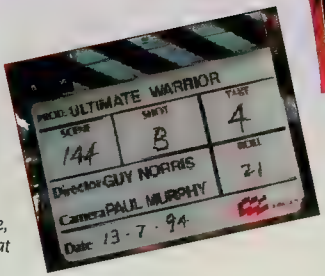
SUPREME WARRIOR

PREPARES TO FIGHT

Digital Pictures Punches Up A Fighting Interactive Movie

By Eye Spy



Kowloon, Hong Kong – *It's over 90 degrees in the shade, and the Wind Warlord's sweat runs like a river. He's been fighting all day, but the faceless foe before him has still not yielded to his skill. Spinning back kick! Double palm strike! Flying kick! A voice yells, "Cut! Print!" Victory...it is sweet.*

A Martial Arts Challenge

The Wind Warlord is martial arts actor Ron Yuan. The opponent is a handheld video camera. The place is the set of Supreme Warrior, an unusual kung fu fighting game by Digital Pictures.

"We asked game players what types of games we should create," says Tom Zito, president of Digital Pictures, "and frankly, we were surprised when they kept telling us to make a game that recreates a kung fu movie."

Even the director of photography took a beating for this game.

Zito is well aware that Supreme Warrior faces stiff competition in the crowded fighting-game genre, but he also knows DP's live-action approach is unique. Nevertheless, even here in faraway Hong Kong, the competition makes its formidable presence felt: Double-decker city buses are emblazoned with Street Fighter II Turbo characters and logos.

The Chinese actors performed incredible flying stunts...

...but they weren't just working alone.

Chop-Socky 'til You Drop

Like Prize Fighter, Supreme Warrior will be a first-person-perspective Sega CD fighting game. You'll literally face an opponent eye-to-eye and send feet, hands, and fists flying. Their attacks will rock your visual world.

You play the young student of Master Kai, an old kung fu sifu (master). Your village is under attack by Feng Tu, an evil warrior with magical fighting powers, and his gang of 11 goons. Defeat Tu's three Warlords, and you absorb their special powers, which you need for a climatic confrontation with Feng Tu. Amanda Lathroum, the production coordinator who played a major hand in Supreme Warrior's design, noted that the Warlords represent three cultures that were conceptualized to build the game's plot.

Fire in the hole! Igniting the Fire Warlord's domain.

It's the Unreal Thing

Such attention to detail is partly what led Digital Pictures overseas to the world-renowned Shaw Brothers Studios, nestled in the mountains of Hong Kong's Kowloon Peninsula. The Shaw Brothers have produced more than 1000 martial arts films, including Bruce Lee's *Enter the Dragon*. The studio features entire city streets, vacant marketplaces, and ancient temples, which provide the authenticity that DP plans to capture on film and instill in its video game.

However, the studios offer more than atmosphere. The Chinese film pros are masters at creating kung fu visual effects. Experts in makeup, wire riggings (for magical

flying sequences), and pyrotechnics plan to make Warrior special. Moreover, the game will also feature real-life martial arts champions and Chinese actors who are experienced martial arts movie performers. Says Kwok Yuen Lee, who stars as the game player, "I began studying kung fu at age 11, and since 1991, I've participated in 12 national competitions in China."

The director, Guy Norris, is an experienced action-film pro *(The Road Warrior, Irresistible Force)* with a black belt in karate. "I played Street Fighter II and Mortal Kombat to prepare for this project," he says, "but we're creating realistic fighting action with cinematic flair."

Makeup for the Wind Warlord.

Kung Fu Cams

To record the in-your-face action, the innovative DP crew rigged two unique kung fu cams. Director of photography Paul Murphy wielded a padded handheld camera to film an enemy character's attack from your point of view, and the camera was actually punched and kicked by the actors. To film the action from the player's perspective, a stunt coordinator wore a head-mounted minicam that recorded the actors' reactions.

Each Warlord has his own bodyguards. This is Kim-Maree Penn, Australia's women's karate champion.

Being Supreme

Digital Pictures has traveled a long way to create realistic martial arts action. Now it's up to the programmers. DP is betting that by the end of '94, everybody will be kung fu fightin'! G

STAR POWER

Vivian Wu plays Yu Ching.

(What do *The Joy Luck Club*, *Teenage Mutant Ninja Turtles III*, and Supreme Warrior have in common? Actress Vivian Wu.)

[illegible] is working on Supreme Warrior like working on a movie?

Vivian Wu: The atmosphere is lighter – we're trying to produce a performance that's not too gamelike. We want to provide the same substance as that in a feature film.

What does your character do in the game?

VW: I play Yu Ching. Her mission is to guide the player, to help them prevent an evil entity from controlling the world. My character fights during the beginning of the game, but she gets hurt, so she cannot fight with you.

Have you had martial arts training?

VW: I began my martial arts training in *Teenage Mutant Ninja Turtles III*, and I had fighting training for my role in the television miniseries, *Vanishing Son*.

Director Guy Norris guides the action via a monitor to get the same view that game players will.

You must overcome unusual attacks.

MEET THE SUPREME WARRIORS

Real martial arts masters deliver skull-jarring action.

Digital Pictures hopes you feel every blow.

Feng Tu

Played by: Roger Yuan **Martial Arts Training:** Karate, Kickboxing, Jujitsu, Aikido **Awards:** 1993 Middleweight Champion, United Fighting Arts Federation

The Wind Warlord

Played by: Ron Yuan **Martial Arts Training:** Kyokushinkai Karate, Tensodo Korean Karate, Kickboxing

The Fire Warlord

Played by: Chuck Jeffreys **Martial Arts Training:** Northern Shaolin Kung Fu, Liberated Martial Arts, Jun Fan Kickboxing, Kali (Filipino martial arts)

The Earth Warlord

Played by: Richard Norton **Martial Arts Training:** Judo, Karate, Aikido, Jujitsu

The Wind Warlord Speaks

Ron Yuan, the Wind Warlord.

(Ron Yuan, an actor from Southern California, plays the Wind Warlord. His acting credits include *Batman Returns*, *Double Dragon*, and *Vanishing Son*.)

GamePro: *How will your martial arts skills come to play in Supreme Warrior?*

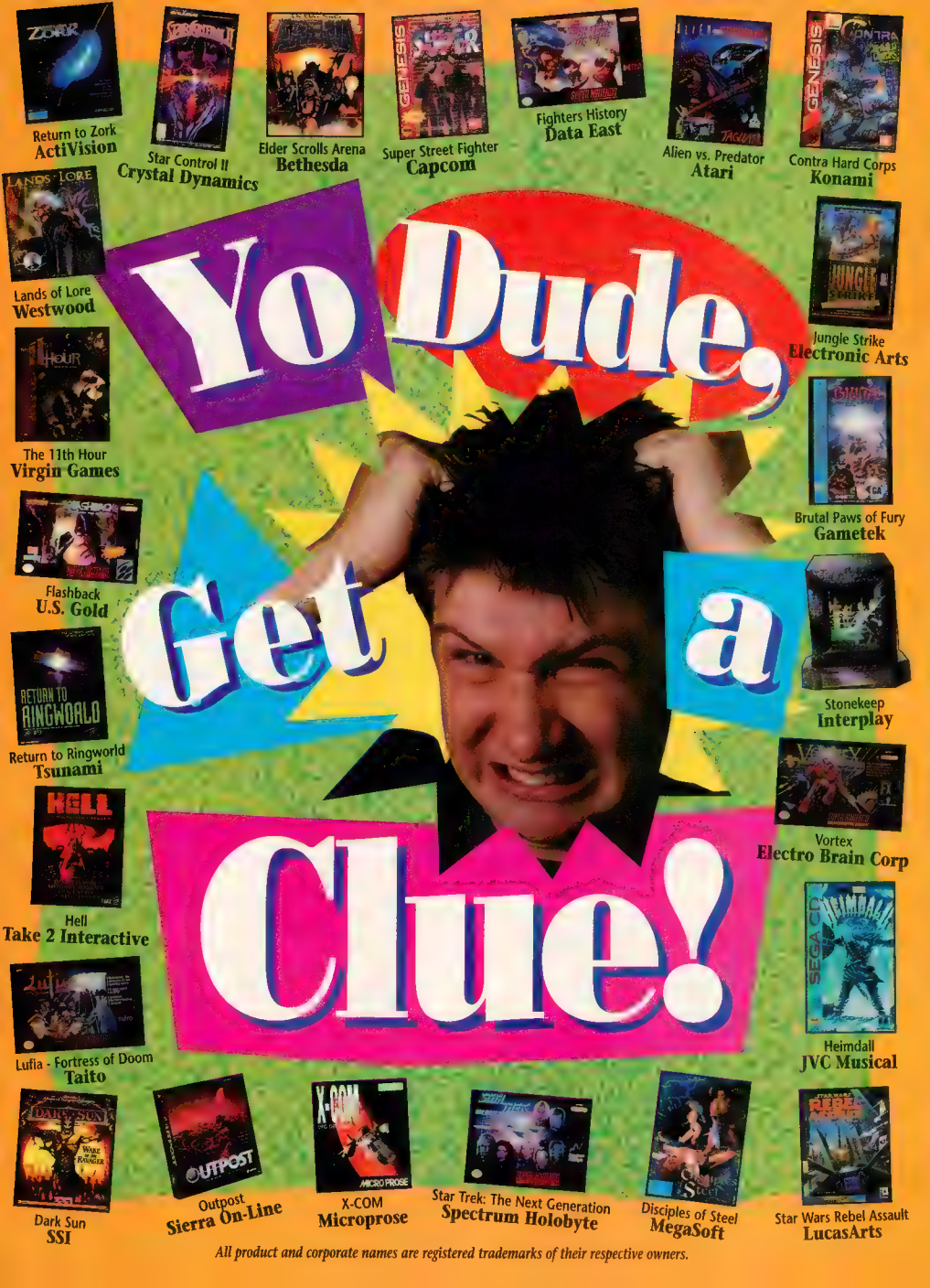
Ron Yuan: Each of us choreographed our own fighting sets. Most of us are schooled in a variety of martial arts techniques, so all the sets look unique.

GP: *What does working at Shaw Studios do for this game?*

RY: We're working with some of the best talent in the world here. For instance, I'm just learning how to fly with the wires, and there are moves I just can't do. These guys have the flying technique down to a fine art. It's unbelievable!

GP: *What's your favorite fighting game?*

RY: I like Street Fighter II Turbo, and I play Mortal Kombat II. I know a lot of pure gamers will disagree, but the best SNES fighting game from a purely technical martial arts point of view is Best of the Best. It didn't get much notoriety, but my friends and I know martial arts, and they go nuts whenever we play.



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SPECIAL FEATURE

STREET FIGHTER MOVIE UPDATE

Capcom's planning a new Street Fighter arcade game based on the Street Fighter movie.

By Earth Angel

The *Street Fighter* movie's still shooting at press time, but it's due for release in December. Here's another look at the action, as well as an announcement from Capcom.

Colonel William F. Guile (Jean-Claude Van Damme), commander of the Allied Special Forces Unit, works with his troops to solve a hostage crisis instigated by M. Bison (Raul Julia).

Director Steven de Souza works with Ming Na Wen (Chun Li) and Jean-Claude Van Damme (Guile).

News reporter Chun Li (Ming Na Wen) covers the hostage crisis – or is she really up to something more mysterious?

Ryu (Byron Mann) is a down-on-his-luck street fighter.

M. Bison (Raul Julia) plots global conflict on a massive scale.

Cammy (Kylie Minogue), a British intelligence officer, arrives to work with Colonel Guile on solving the hostage crisis.

It's no surprise that Capcom's making a new Street Fighter game. It's also no surprise that it's another head-to-head fighting game, set to debut in the arcades in January. Here's the surprise: It's not the long-anticipated Street Fighter III (which Capcom's spokesperson admits is currently under development but for which a release date or other details haven't been announced), but rather a departure from Capcom's traditional Street Fighter formula in more ways than one.

Instead of using drawn characters, as in previous SF II products, the new game will feature digitized images of the actors from the upcoming *Street Fighter* movie. Yes, you'll be able to kick butt as Jean-Claude Van Damme (Guile), Ming Na Wen (Chun Li), Raul Julia (Bison), or any of the other characters! Capcom has turned the development responsibilities over to Incredible Technologies, an experienced game developer known for the recent Blood-storm arcade game, among others. Capcom won't be marketing the product, but has licensed it to an as-yet-unnamed third party.

On the home-system side, Capcom will create an "enhanced port" of the game for Sega's 32X. This release will be Capcom's first 32X title (slated for spring 1995), as well as the first software product to come out of its new U.S. research-and-development department. We'll have more on both games in upcoming issues.

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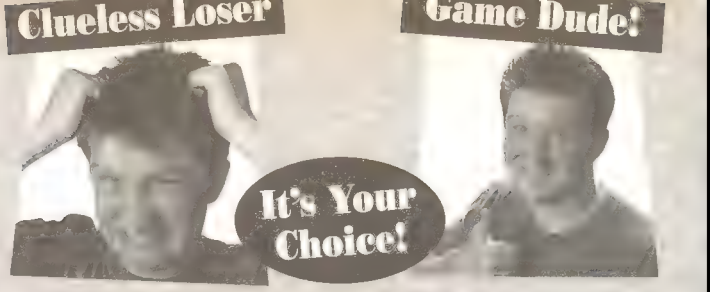

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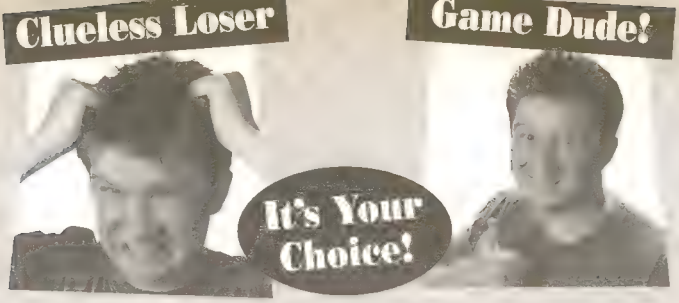

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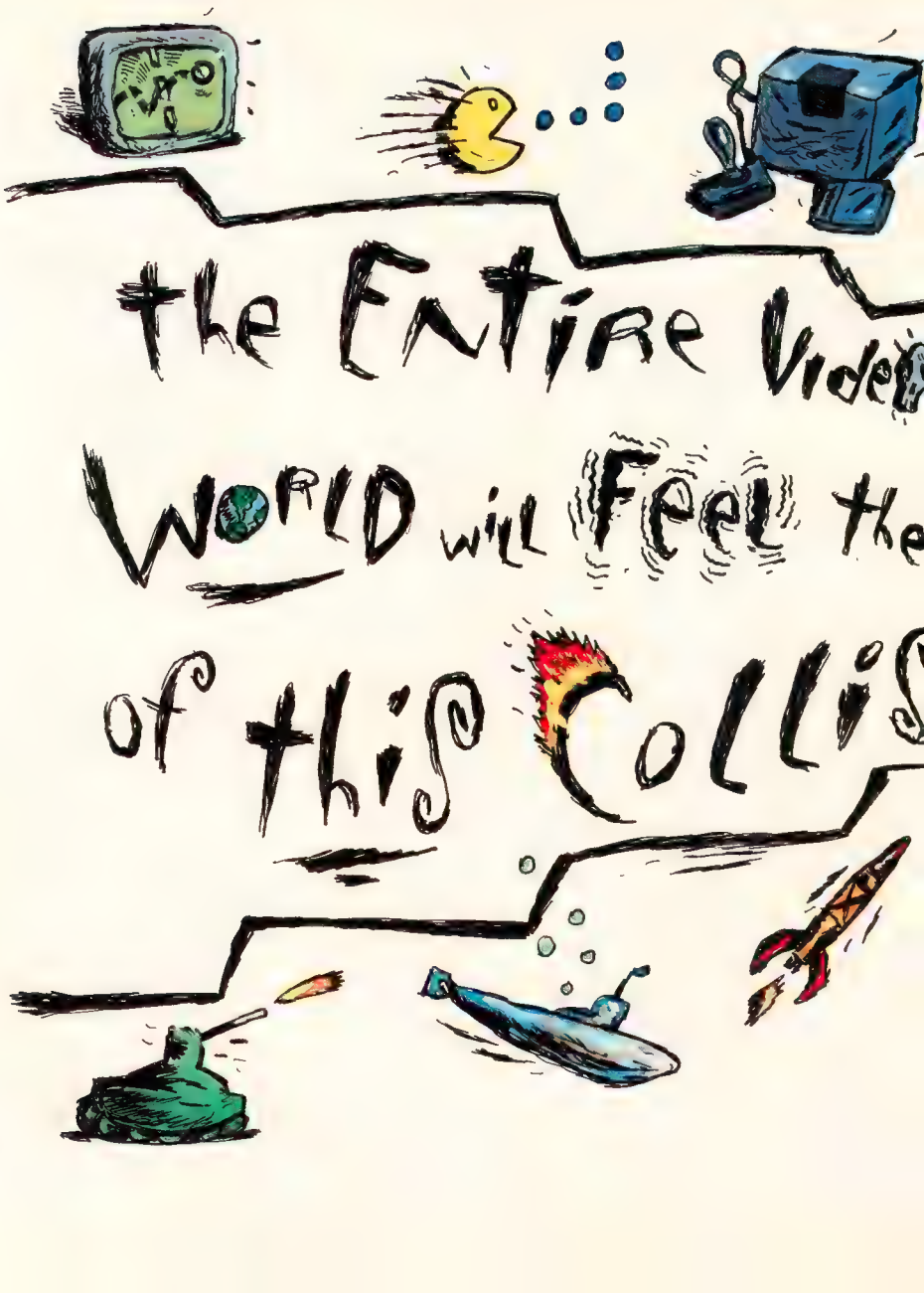
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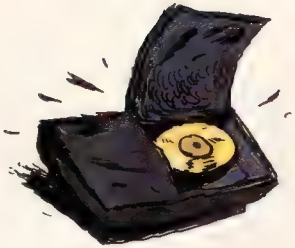

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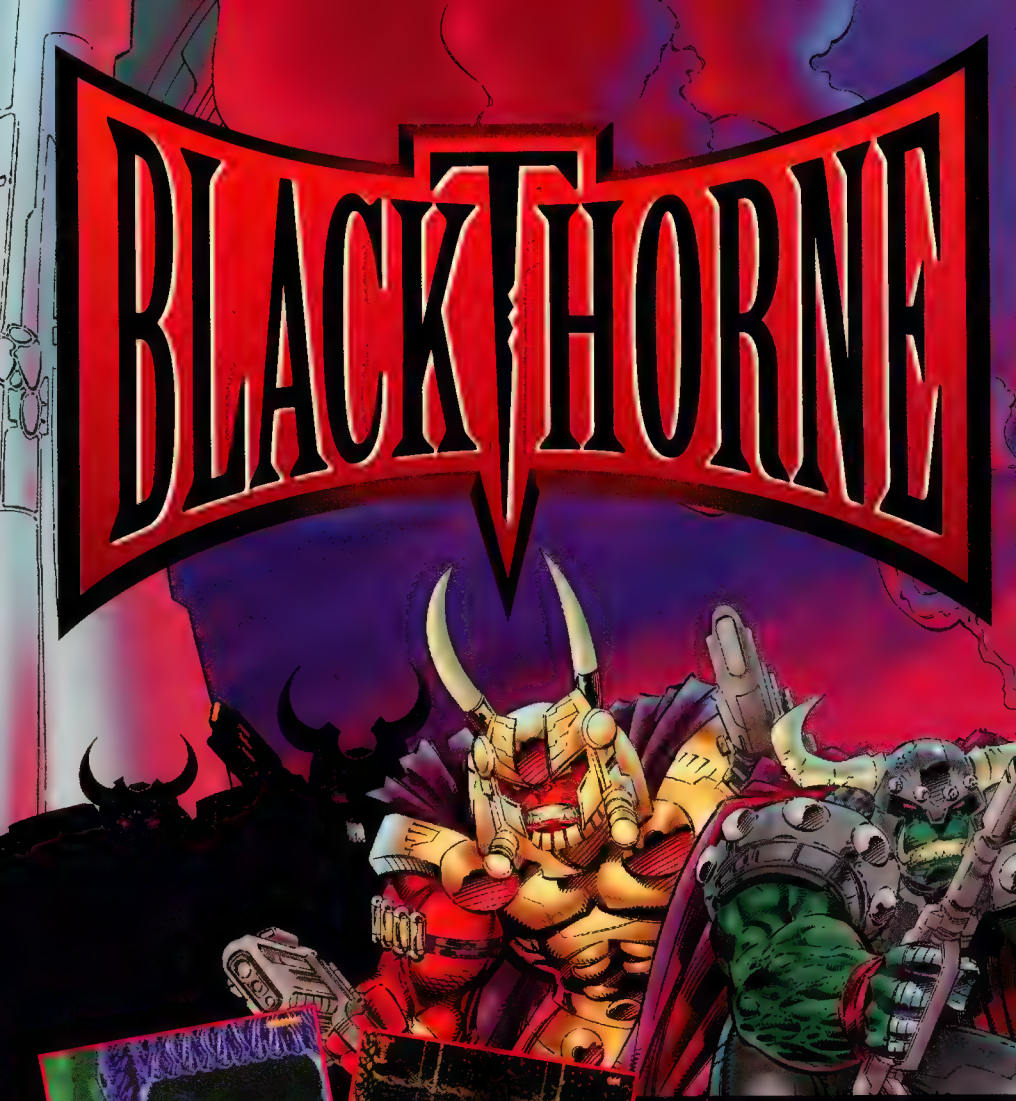
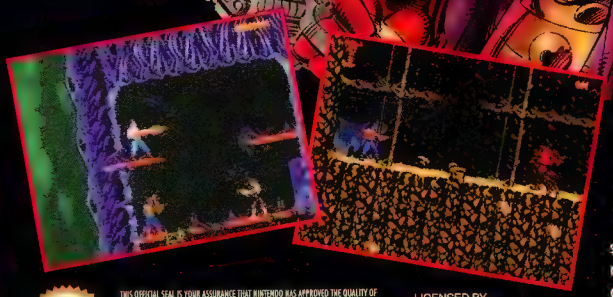
BLACKTHORNE





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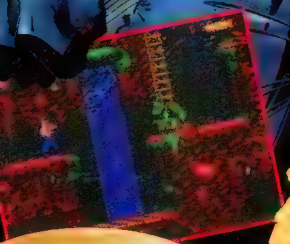

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Kyle

BLIZZARD ENTERTAINMENT

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Interplay

Or don't play at all.

Interplay Productions, Inc.
17922 Fitch Avenue
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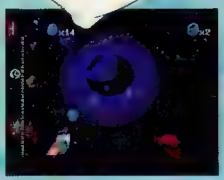
By Earth Angel

You've been hearing it for months now, and it's true. Earthworm Jim is, without a doubt, one of the best games of 1994. Prepare for spectacular graphics and the most innovative game play since Sonic first raced onto the Genesis.

PROTIP: To find an extra life in New Junk City, run up this platform and swing back to the left across the chain.

It all starts when Psy-Crow, a renegade alien, has a close encounter of the wrong kind with another alien craft. When he nukes the alien's ship, a special cybernetic warsuit goes tumbling through the stratosphere and lands on a standard garden-variety earthworm. The suit mutates the worm into a hero like no other – Earthworm Jim! Of course, once Psy-Crow activates his suit tracker and traces the suit to Earth, Jim has big problems.

You guide Jim through ten levels with so many new and unusual twists, it'll take you more than a few playthroughs to notice them all.



PROTIP: In the bonus rounds, collect 50 bubbles and beat Psy-Crow to the end to earn a Continue.

PROTIP: Warp through most of New Junk City by riding down the first pulley, whipping the moose antler, and then continuing until you find the toilet bowl. Leap inside it to warp.

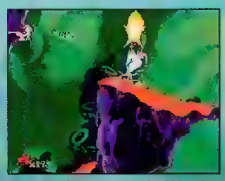
Earthworm Jim
(By Playmates)

GA — **Earthworm Jim lives up to all its advance publicity – it really is one of the best games out this year.**

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	ADV. Advanced

$69.99	1 player
24 megs	10 levels
Available November	Side view
Action/adventure	Multiscrolling

In the first level, New Junk City, Jim leaps off old tires, climbs strange crevices and cliffs, swings from chains, and creeps through a maze of garbage – and that's the most traditional level in the game! From here on out, it gets more and more unpredictable. Get ready for a romp through a fiery place called Heck where lawyers prowl, a warped laboratory with a crazy collection of mad-scientist paraphernalia, a bungee-jumping contest with a snotty combatant, and much more. Every level is equally innovative and uses equally unpredictable styles of play.

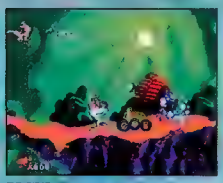


PROTIP: Shoot up and off to the sides of the screen, then listen for ricochet sounds. They'll give you clues about the location of sites from which you can swing.

Don't worry about grabbing power-ups – extra guns, 1-ups, and health are plentiful. Instead, you'll spend your brain cells figuring out how to maneuver Jim through each area and beat the enemies, especially the bosses. You must figure out the tricky twist it takes to beat each one.

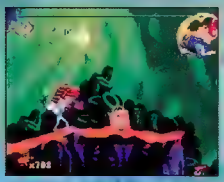
PROTIP: You can swing from anything that's got a sparkle on it.

EJ's controls are easy to master, and that's good, because the game play is tough. At Jim's disposal are his two guns, his head, which he uses as a whip and as a grappling hook to swing from things, and a helicopter!

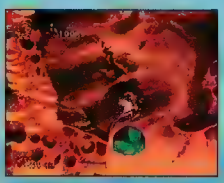


PROTIP: To beat the first New Junk City boss, shoot it until it turns into a car. Continue shooting and leap over it when it attacks you. If the car touches you, the entire sequence resets. You must repeat the process flawlessly to defeat this trashy beast.

You can aim your gun in only eight directions, but the CPU reads what you're aiming at and accommodates you, so your shots actually arc in nearly 64 directions. You can master the basic moves in New Junk City, but you'll have to figure out new ways to use them as you get farther into the game. Play is tough enough for advanced gamers – beginners will feel like crawling back into a hole.



PROTIP: To defeat Chuck, the second New Junk City boss, whip the crates he drops so they land on the spring and bounce into him.



PROTIP: In Heck, stand on those green gems and run to make them lift you to higher areas.

David Perry and his Animotion programming and unique compression techniques make Earthworm Jim a masterpiece. The awesome graphics have a 3D look and feel, including an uncanny ability to rotate and scale that makes the game look just like a 'toon. Jim's humorous animations and creative villains bring the clever story line to life with lots of raunchy humor.

Better yet, sound effects, tunes, and even voices are far more crisp than you would think possible on the Genesis. The sound effects in particular are a big part of the game's humor – as with the disgusting burbles that emanate from the Butt-hole boss.

Both versions, the Genesis and Super Nintendo, are spectacular, but the Genesis version has an additional level (Intestine). Either way, if you're only planning to get one game this holiday season, make it Earthworm Jim.

PROTIP: In the Peter Puppy section, you have to whip that little doggie to keep on leapin' over obstacles. If he gets caught or falls, he'll turn into a mangy purple doggie and take you backwards in the round.

PROTIP: In the Bungee Jump area, hit the Snot Monster into the rocks until his bungee cord breaks. Watch out for the nasty beast at the bottom that'd love a worm snack for lunch.

PROTIP: At the beginning of the Intestinal Lab area, swing back to the left for a gun power-up.

Picture: You may point to this cow launch, but there is.

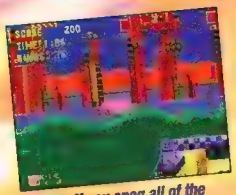
Picture: This cow launch, there's a hidden area down and to the left. Use the Head Helicopter to fly down and diagonally into it.

Genesis

SONIC & KNUCKLES

By Andromeda

Tired of Sonic games? Think that hedgehogs are good for nothin' but road kill? Wish you'd never heard the word "Robotnik"? Prepare for a surprise. Whether you're a fan of the world's favorite 'hog or not, his newest adventure is a revolution in gaming.



PROTIP: If you snag all of the Emeralds in both Sonic 3 and Sonic and Knuckles, you can become Hyper or Super Knuckles, and you're basically invincible.

Sonic Boom

Okay, okay, so the story line's nothing new. The Death Egg that blew up in Sonic 3 didn't really blow up, and now Sonic has to roam Robotnik's Island one more time to destroy it. Remember Knuckles, the echidna from Sonic 3? He's back, and this time you can play as him. Even better, there are really two different games in this cartridge. As Sonic, you follow one story line, and as Knuckles you follow another. Both characters play through the first four zones of the game, but they finish it by going through entirely different areas.

Knuckles has two moves – flying and climbing walls. These moves enable him to reach play areas that Sonic can't. So even in the zones they both travel through, the game play is very different.

Back to the Future

So you say that's not enough, it's still just another Sonic game with another fuzzy character added? Well, try this on for size. If you hook up your Sonic and Knuckles cartridge with Sonic 2 or Sonic 3 (we can't tell you how yet – we promised Sega), you can replay those games as Knuckles (in the one-player mode only). That's right, backward compatibility! It's never been done before.

Sure, you say, there's nothing new to play in Sonic 2 and Sonic 3, right? Wrong! As Knuckles, you have access to areas in both games that were unreachable before. In fact, in Sonic 3, you'll find Acts that you've never seen before, and best of all, they're much tougher than those in the original game – it makes them worth playing again. Stay tuned, because Sega promises

Genesis Game ProFile

Sonic & Knuckles

(By Sega)

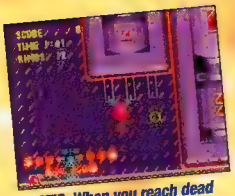
GA Rated by V.C.

Sure, sure, it's just another Sonic game. But this one's got some revolutionary elements that make it another groundbreaker for Sega.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	INT. Intermediate

$69.99	1 player
16 megs	7 zones
Available October	Side view
Action/adventure	Multiscrolling

PROTIP: To let fly on this gadget in the Mushroom Hill Zone, just Spin Dash into it.

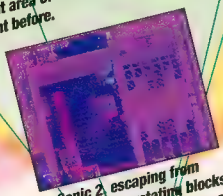


PROTIP: When you reach dead ends with rungs in the Flying Battery Zone, grab the right rung to be lowered to another level.

New and Improved

Use Sonic and Knuckles to hook up with Sonic 3. You'll find some entirely new areas of the game – complete acts that you've never seen before and some other surprises. For example...

In Angel Island, Act 1 of Sonic 3, use Knuckles to break through these rocks you couldn't smash as Sonic. It leads to an entirely new, more difficult area of the game. Plus, you'll battle a boss you haven't fought before.



In Sonic 2, escaping from areas like the rotating blocks in the Chemical Zone is much easier. Knuckles can simply crawl up the wall.

PROTIP: In Sandopolis, wait until the Scorpions turn away from you, then Spin Dash into them.

PROTIP: There's a hidden 1-up right above this spot in the Flying Battery Zone, Act 1. Just jump up, and you'll bump into it.

PROTIP: Not all the large sandfalls in Sandopolis are deadly. Drop down through this one to reach another area.

further compatibility with other Sonic games, all to be announced soon.

Well-Rounded Sonic

If you're not into the backward-compatibility thing, you probably wanna know about this new game itself. Seven regular zones, all with original themes, are filled with new gadgets and mechanical Robotnik cronies. Familiar power-ups abound, but there are two new Bonus Rounds – a pinball-style bounce-fest and something that resembles a slot machine. The Special Stage is the same as in Sonic 3, but it's much tougher and has several interesting new elements, such as yellow balls you can jump off. The game play, fortunately, is much tougher than Sonic 3's.

Even if you've never picked up a Sonic cart before, you'll master the controls of Sonic & Knuckles in no time. Sonic and Knuckles both have all of Sonic's traditional moves, and they're exactly the same. Knuckles' wall climbing takes a little trick to learn, but it's like bike riding – once you've got it...well, you know.

Looks Good, Too

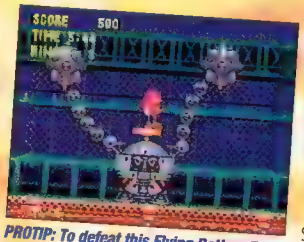
Sonic and Knuckles looks good – the graphics resemble Sonic 3's the most. The Death Egg Zone in particular has beautiful backgrounds. Knuckles is a much more intriguing sprite than Tails; his new moves actually make him more fun to play and more amusing to look at (he uses his dreadlocks to fly). Interestingly, when you hook up with Sonic 2 and 3 through Sonic and Knuckles, the colors in the original game look somewhat enhanced.

The classic tunes include new themes for every zone and more sound effects, along with the ever-classic Sonic repertoire of pings, plings, and sound bites.

Super Sonic

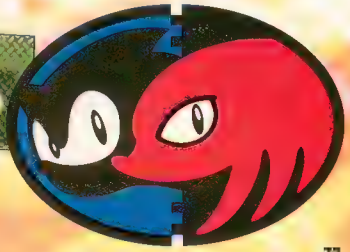
If you're still not convinced, go pound Bison into the dirt and leave us Sonic lovers alone. The little guy's captured our hearts, and this latest innovation in cart technology makes it even better. For hours of killer platform action/adventure, try Sonic and Knuckles, and Knuckles and Sonic 3, and Knuckles and Sonic 2, and, well, you get it – it just can't be beat. G

PROTIP: Avoid this enemy's toxic cloud. If it gets you, you're poisoned, and it'll sap your Rings one by one until you're dead.



PROTIP: To defeat this Flying Battery Zone boss, stand on top of him. When he swings at you, Spin Dash away.

PROTIP: Don't forget to search near walls and break through for hidden secret rooms.



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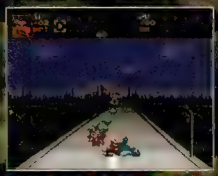
CONTRA:

By Scary Larry

The Contras are back, and Ollie North is scared. Actually, not those Contras. Contra: Hard Corps, the first Contra game for the Genesis, continues Konami's line of fast-shooting explosive warfare, and you definitely get more bang for the buck.

Counting on Contras

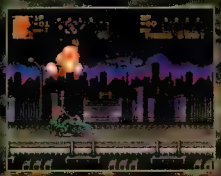
It's been five years since the end of the Alien Wars (Contra IV on the SNES), but civilization has still not completely regrouped. The government, such as it is, has formed a new group of elite military grunts, who have taken the name of their fallen heroes' brigade, the Contras. Those that fear them, however, just call them the Hard Corps.



PROTIP: When fighting the highway boss, slide when the fist comes slamming down.

PROTIP: To knock off ol' one-eye, aim and jump when the firestorm breaks out. If he throws the abandoned car at you, shoot him from the side.

Each Contra has their own weapons and special attacks (shown below and right). They'll need them as they face more malevolent metal mayhem than a GWAR concert. At the end of each level you square off with a boss so huge that it makes Roseanne Arnold look... well, smaller, at least. The bosses go from bad to worse, ranging from a cyber-cyclops to a train with an attitude.



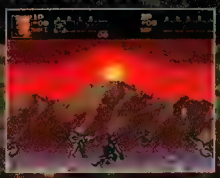
PROTIP: Get under the airborne enemies in Deadeye's stage. They only shoot from an angle.

At the end of each stage, you face multiple-choice scenarios. Do you go to the Research Center or exact revenge on an enemy? It's up to you to decide, and you'd better hurry. One hit, and it's back to buck private for you.

A Sight for Corps Eyes

For those of you who think that the Genesis isn't capable of eye-catching graphics, this game proves you wrong. Big, bad, strange-looking machines, vivid, detailed backgrounds, and some of the best-looking explosions ever are interlaced with smooth animation for a totally nuked-out firestorm of a game! Add in a few different perspectives, like a huge robot chasing you down the Information Highway, and you have a game that looks as tough as it plays.

The sounds are marginal but entertaining. The only thing you'll remember hearing are the explosions, which test the limits of TV speakers. The music has a Japanese techno hybrid sound that isn't too



PROTIP: Watch the motorcycles in the [illegible] down the motorcycle and [illegible] and blast away.

Contra: Hard Corps

(by Konami)

MA-13

Konami comes through for those bullet-hungry, mech-mashing hard-core Contra addicts out there. If you like blowing up problems instead of solving them, this game is for you!

Graphics	Sound	Control	Fun Factor	Challenge
4.5	4.0	4.5	5.0	Intermediate

Price not available
16 megs
Available now
Action/adventure

2 players
6 stages
Multiple views

HARD CORPS

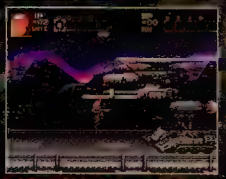
PROTIP: Shoot this boss in the head but watch his claws when they land!

bad. The control in the game is as simple as pulling a trigger. You use one button to switch between weapons, one to jump, and one to fire. You can even change your stance during a stage: One setting lets you shoot and run, the other keeps you steady and immobile while shooting.

On the Contra-ry

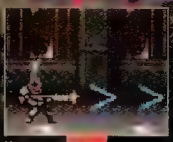
As you're attacked from the land, air, and train tracks, you'll have to ask yourself one question: Do you feel lucky? Well, do you? Because this game will definitely wear the old thumbskis down to little nubs. If you haven't memorized the Contra mantra ("Kill 'em all and let God sort 'em out"), then you may not be ready for this intense title.

If you think you're hard enough for the Corps, then by all means, pick up a 'stick and start firing.



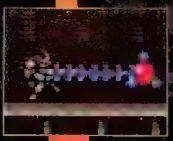
PROTIP: At the Research Center, you encounter these guys at the beginning. Jump over the missiles, then shoot the characters. They'll explode into their own machine.

Bro-mps



Victory Las

Gemini S ter



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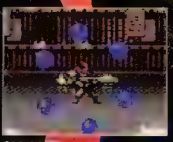
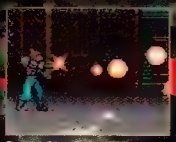


Shield

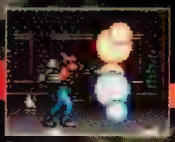
PROTIP: Watch out for this flying nightmare at the end of the Research Center stage. Don't jump the missiles. If it appears, it nails you with a shot.

PROTIP: When fighting this boss in Dead-eye's stage, shoot the orb that comes out of the ship and jump to avoid the laser blasts.

Brad Fang



Burst Shooter

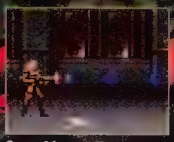


Psychic Blaster

Flame Thrower

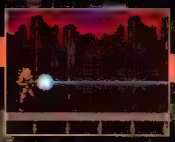
Power Punch

Sheena Etranzi

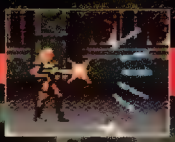


Genocide

Shower



Break Laser



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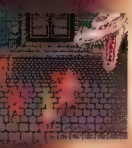

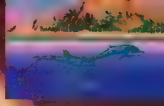

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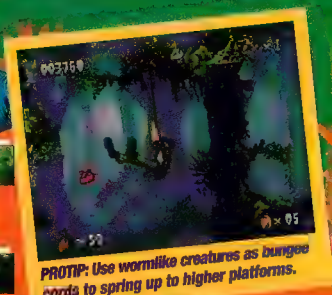
SEGA CD

Genesis

PITFALL:

THE MAYAN ADVENTURE



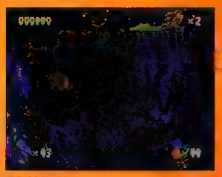
PROTIP: Use wormlike creatures as bungee cords to spring up to higher platforms.

By Cross Eyes

Of all the games made for the Atari 2600, one game – Pitfall – truly captured gamers' imaginations. In Pitfall, you guided a treasure hunter, Harry, through a dangerous jungle. Harry's adventure continues now on the Genesis: He's been kidnapped by an evil Mayan god, and it's up to you to help Harry Jr. rescue the famous explorer.

A Harry Situation

Fans of the original Pitfall will notice right away that Harry Jr. is in for a tough time in the old town tonight. Lightning-fast snakes, stone-throwing monkeys, swooping eagles, skeletons, and a host of other enemies make it a jungle out there. There's a lot to enjoy in this game, including the original Pitfall. That's right, if you don't know what the Atari game looked and played like, you can find it on level eight!



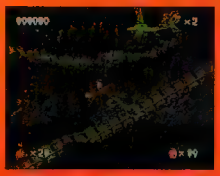
PROTIP: To go up in the Calakaual Rain Forest, jump on a tree stump and hold Down. You'll soon catapult to the top of the screen.

The Mayan jungle may be dangerous, but what a beautiful threat it is! Anyone who enjoyed the original Pitfall will find the gorgeous jungles, caves, and waterfalls of the Mayan kingdom a far cry from the blocky 2600 graphics. The music is also well done, with jungle drums and sinister melodies urging you onward more than a time limit ever could.

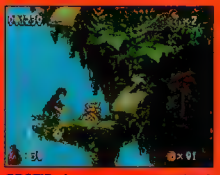
PROTIP: At the entrance to the Tazemal Mines, head left and jump on the rope. Halfway down, jump into the mountain wall to the right to find a 1-up.

A Few Pitfalls

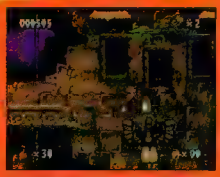
Unfortunately, unresponsive controls create some monkey business. Harry Jr.'s easy to maneuver, and he has a cool bungee-jumping ability, but the split-second lag time between his jump and your ability to control his movements again is the difference between a narrow escape and losing a life. The same problem occurs whenever he changes direction – he pauses, you can't control him, and Harry Jr. takes a hit. Other parts of the game move at such a rapid pace that beginning players will probably find the controls difficult to manage even on the easiest setting.



PROTIP: Here's a pad trick to change your speed. Plug in a controller for Player Two. Press Button A on this controller to slow down and button B to speed up. Use this trick during the Runaway Mine Cart level.



PROTIP: Jump on every pedestal-ing rock in the Xibalba Falls level. Hidden items, such as 1-ups, are scattered everywhere.



PROTIP: During the Lost City of Copan level, jump on the statue's tongue to catapult upward.

PROTIP: The snapping alligators in the Tazmalaka Lagoon can't open their mouths as long as you're standing on their heads.

Jungle Jaunt

Control difficulties shouldn't keep fans of nonstop adventure games out of this jungle – they'll find Pitfall to be a challenging addition to their game library. With heart-pounding action and a slick appearance, Pitfall should please the platform purists.

Pitfall: The Mayan Adventure
(By Activision)

GA

Gorgeous graphics, super sound, and awesome action make this a Mayan adventure to remember, but beginning players may be climbing up the wrong tree.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.5	4.5	ADJ. Adjustable

$69.95	10 levels
16 megs	Side view
Available now	Multiscrolling
Action/adventure	Passwords
1 player	

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SEGA SWEEPSTAKES SPECTACULAR!

Details to follow. Stay tuned.
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URBAN STRIKE

By Frequent Flyer

2001 is not a good year. Drug cartels control San Francisco and New York. A vile criminal returns from the grave. The Iraqis are on our side. About the only bright spot in this turn-of-the-century scenario is that it takes place in Urban Strike, a top-notch helicopter-combat cart.

Strike Three

The newest member of Electronic Arts's chopper squadron, Urban Strike takes the lead position. Like its predecessors, each) in famous cities such as San Francisco, New York, and Las Vegas.

The deadly fighting, both airborne and ground based, calls for advanced pilot train-

Genesis Game ProFile

Urban Strike

(By Electronic Arts)

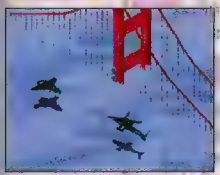
GA Certified Authentic

Three Strikes...a home run. Ten levels, two helicopters, and the opportunity to fight as a commando outside the aircraft make this the best entry in EA's ¾-overhead view helicopter-combat series.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	5.0	Advanced

$59.95	10 missions
16 megs	¾-overhead view
Available now	Multiscrolling
Helicopter combat	Passwords
1 player	

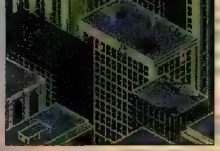
the cart flies you into a hellacious air war against well-armed, ferocious foes.



PROTIP: Don't leave your heart in San Francisco, Mission 4. Find the 1-Up near a beach.

PROTIP: Red sparks signify that bullets and rockets are damaging a target.

First Desert. Then Jungle. Now Urban. Any questions about this Strike's battleground? You fly and die through ten massive Missions (with six to nine Campaigns



PROTIP: Each civilian you save and unload at base repairs your Armor by 100.

ing. Urban requires heady game play as well as prodigious thumb-pumping. You fly two helicopters and drive a ground-assault vehicle via a ¾-overhead view against enemy aircraft, tanks, and gun emplacements. Additionally, you exit the chopper for search-and-destroy infantry shooting action.

PROTIP: In Mission 5, New York, shoot structures on top of skyscrapers to find supplies...

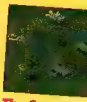
Urban Controls

The controls in all fighting modes are generally right on, but the helicopter puts the joypad through the most rigorous workout. Excellent new chopper moves enable you to lay down awesome fire-

PROTIP: When you're on foot in Mission 2, ten MR9 shots and one missile destroy one jet.

PROTIP: Sneak up on guards slowly, and they won't shoot.

STRIKE WEAPONS



The Ground Assault Vehicl

The Mohican

The Blackhawk

You!

power. Jinkin slides the copter laterally, and rotat- ing spins it 360 degrees. However, as with the previous carts flight control depends on the condition of your Genesis direc tional pad, and lining up precision shots can take forever.

Serious Sights

The whirlybird graphics have more ups than downs. Even though the ¾-overhead view appears flat at times, the aircraft always look cool as they smoothly wheel and deal destruction. Once again, tiny snipers dog your flight path, but the detail in their movements is great.

The famous Strike sounds are still sweet. Helicopter sounds, gunfire, and explosions do their duty, while a techno-funk music track rocks the house!

On Strike

If you dig fighting action and strategy from a helicopter's point of view, Urban Strike is excellent. The Strike team strikes again!

In the year 2026, things get thug-ly when bionic gang Scumocide tries to take over the entire universe. Captain Commando and his posse– Baby Head, Ginzu the Ninja and Mack the Knife– are up for the fight with a futuristic arsenal including the energy glove, knee rocket and subsonic knives. And huge moves like the Captain Kick, Flying Katana and Rolling Punch. In this straight

COMMIT SCUMOCIDE.

from the arcade hit, one or two players must commit Scumocide. Or face the end of all existence.

Baby Head better give his knee rocket launcher a quick charge before battling Yamato

Mack the Knife and Ginzu the Ninja use their "bandage whip, slice and dice combo" on some Scum.

Captain Commando puts out the lights of the Electric Lady with his arm cannon.

CAPCOM

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Genesis

ZERO TOLERANCE

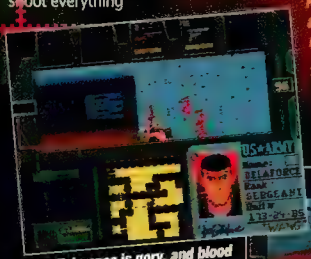
By Manny LaMancha

Successful games frequently generate clones, so expect to see a bunch of Wolfenstein 3-D lookalikes, and as long as they improve upon the original, that's not bad. Zero Tolerance brings Wolfenstein's first-person intensity to the Genesis, and Accolade makes some moves that spice up the action.

We Don't Need No Stinkin' Story!

The game revolves around an alien attack of the allied space station, and you're dispatched to head off the onslaught. Hey, who cares about the story? Just shoot everything that moves! (Well, almost everything.)

You start the game with balled-up fists, but before long you find various weapons strewn around the three labyrinthine worlds. Among the items you can equip yourself with are pulse lasers, flame throwers, night-vision goggles and fire extinguishers.



Zero Tolerance is gory, and blood drips down the walls when you blast enemies.

PROTIP: The basement is a good place to practice your sidestepping, a move that lets you see around corners. Use it to get them before they get you.

PROTIP: The pulse rifle is best for long-distance shots. You can hit adversaries as soon as you see them flicker onto the screen.

PROTIP: Never rush into a room, especially if it's big. If you do, you'll munch a lot of lead and drop some health.

Zero Tolerance
(By Accolade)

MA-13

Intense first-person action awaits for those who can stomach vivid gunfire and buckets of blood. Fortunately, the game's graphic flaws don't overshadow the enjoyment it provides.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	4.0	4.5	ADV. Advanced

$59.95
16 megs
Available October
Shoot-em-up
45 levels
First-person view

2 players (with included cable and two Genesis consoles)
Passwords

Gunning Your Engine

Zero Tolerance doles up pulse-pounding action, thanks to its "through the eyes" perspective and speedy graphics. First-person games like Zero Tolerance really put pressure on a system's processor, but Accolade has done a good job here: The anxiety caused by an adversary careening around a corner or the twitching body of a gunned-down spider is severe. Even though the mood is dark, however, the visuals are too dim in many cases. When an enemy seems to appear out of a distant wall, it detracts from the realism.

PROTIP: In linked two-player cooperative play, you can damage each other, so watch your shots. Talk strategy to better coordinate your movements.

PROTIP: In the high-rise level, you might wonder why you're getting shot in the long straightaway. Save a rocket for the sniper on top of the neighboring building.

PROTIP: The basement is tight, so save your more powerful weapons in favor of the readily adjustable handgun.

Adding to the intensity are vivid sounds. There aren't many of them, but your adrenaline pumps to the sounds you do hear (your own footsteps and firing weapons, for instance).

PROTIP: The ceiling-mounted alarms in the high-rise stage will bring the troops a-runnin' if you don't jump and blast 'em.

Control is simple, requiring little more than a glance at the manual, and the on-screen maps make navigation easy. The main hindrance comes from not being able to turn quickly enough to fend off rear attacks.

Tolerance = Fun

Despite minor flaws, Zero Tolerance provides deep-dish entertainment. The levels are large, with winding passages, ample confrontations, and loads of game play. At this writing, Accolade hadn't decided whether to add links for AT&T's Edge 16 modem, but you can join two Genesis systems with a packed-in custom cable, an innovation that creates an exciting cooperative game. Too few developers are thinking creatively like this, and too few games deliver the enjoyment Zero Tolerance serves up. G

Nice view of the city, don't you think?

IT'S LIKE

TOTALLY

ALIEN

MAN.

WILD PICK UP ITEMS

FUTURISTIC RACING!

4 PLAYER MODE

SET YOUR WAY-COOL MACHINE FOR THE FAR-OUT FUTURE. YOU'RE ON A ROAD RACE TO THE CENTER OF SPACE. SCREAMING AROUND 48 TRACKS IN 12 BIZARRE STAR SYSTEMS. DRIVING THE HOTTEST CARS OF THE 30TH CENTURY. WITH FULL OR SPLIT-SCREEN SIMULTANEOUS ACTION FOR 1 TO 4 PLAYERS. PLUS PRIZE BUCKS. BOOSTERS. ATTRACTOR BEAMS. ARMOR. WAAAGH! TOP GEAR 3000. IT'S, LIKE, LIGHT YEARS AHEAD. KEMCO®

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Rock N' Roll Racing

By Captain Squideo

Is it racing? Is it combat? It's both! Rock N' Roll Racing for the Genesis will drive you wild with its hard-chargin', hard-rockin' game play. The less-than-superior graphics and sounds, however, keep it from taking the checkered flag.

Mad to the Max

If you played last year's slightly slower SNES version, you'll recognize Rock N' Roll's alien backgrounds, bizarre drivers, and no-holds-barred racing. You compete against three other drivers in armored vehicles on short tracks that are peppered with power-ups, mines, and other deadly debris. Once you win enough money, you can modify your car and weapons in dozens of ways. An exciting Vs. Mode sets up split-screen dueling with a friend.

PROTIP: Beginners should choose a driver who's good at cornering, like Tarquinn.

PROTIP: For a good attacker, choose Cyberhawk. His quick acceleration and jumping ability make him an aggressive driver.

PROTIP: Choose a bright paint job for your car. Black cars can be hard to see on the dark tracks.

You have a lot of control at your fingertips. During the races, your car maneuvers quickly around obstacles. Unfortunately, the missiles and gunshots you fire are hard to aim from your speeding vehicle. You often have to get right on your target's tail to have any chance of hitting them.

Rock Show

The game's raucous spirit is amplified by the rockin' soundtrack. Though not performed by the original artists, songs like "Bad to the Bone" still shine as great driving tunes. The sound effects aren't as effective, however, particularly the feeble explosions.

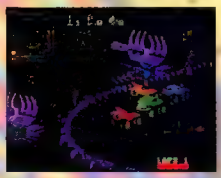
The ever-obnoxious Larry "Supermouth" Huffman is back, which may not be good news to some gamers. He sounds more garbled here than he did on the SNES version.

The graphics won't win any awards, either. They convey the raucous spirit well enough, but the cartoony cars and otherworldly tracks aren't as sharp as their SNES counterparts. What's more, your tiny shots fly like atoms and are sometimes hard to see.

PROTIP: Break out of the pack quickly to grab more power-ups.

PROTIP: BF's Slipsauce fires out the back of your car into the path of oncoming opponents. It's a good weapon.

PROTIP: When an enemy's car smokes, it could explode soon. They're especially vulnerable, so attack 'em aggressively.



PROTIP: Don't get trapped outside as you approach turns. You'll be blocked from power-ups.

PROTIP: When Larry's big mouth gets on your nerves, turn him off so you can focus on the race.

Let the Carnage Begin

With its wild fantasy elements, this game is to legitimate racing what the Mutant League games are to football and hockey. And with its adjustable difficulty setting and cartoony creations, it should appeal to a wide range of fun-lovin' gamers lookin' for a brash, entertaining time. G

Genesis Game ProFile

Rock N' Roll Racing

(By Interplay)

GA — *Last year's hit SNES game finally comes to the Genesis with all the rollickin' music and rip-roarin' car combat pretty much intact.*

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	3.5	4.0	ADJ. Adjustable

Price not available
16 megs
Available now
Auto racing
2 players
¾-overhead view
Multiscrolling
Passwords

BRUTAL®

Paws of Fury

NES

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Rated by V.R.C. MA-13 Parental Discretion Advised Mature Audiences

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MICKEY MANIA
The Timeless Adventures of Mickey Mouse

By Scary Larry

The Mouse is in the house! Mickey's back, and he's in a rollicking rodent race to help his past incarnations! If you're a Disney fan, this title should sit next to your library of Disney films. Side-scroller fans, however, may find that this Mouse doesn't roar quite loudly enough.

Free Willy

Mickey Mania starts off in the 1928 Mickey debut classic *Steamboat Willy*. That's right, *in* Steamboat Willy! You play through seven cartoons, including *The Mad Doctor* and *The Prince and the Pauper*. In each cartoon, you have to save a previous incarnation of Mickey so that you can battle Pegleg Pete, MM's archenemy, at the end of the game.

Fans of Disney video games will recognize Mickey's weapons: A bouncing butt-bash dispatches most enemies, and marbles take care of the rest. Mickey dodges bats, mixes formulas in a spooky lab, and solves easy puzzles. At the end of each level, Mickey squares off with a villainous boss, which can range from paunchy poltergeists to a mad doctor.

The Mouse That Walt Built

Mickey looks even better here than he did in the original cartoons. Your hero is drawn in his post-1980s style, with a colorful getup and articulate movements. The villains and other characters, like the dancing skeletons, are all redrawn according to their original cartoons. The blend of past and present is magical.

The generally pleasant sounds include all of Mickey's squeaks and squawks. The music fits each scenario nicely, but none of it is Disney's award-winning tunes.

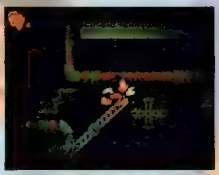
The controls won't trap you like a mouse. It's simple jump and throw; who or where you jump is what makes a difference. The levels are pretty easy, though, and intermediate gamers won't have any trouble.

When You Hitch Upon a Star

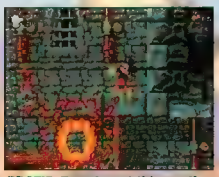
It's rare that you'll go wrong with a Disney title. They appeal to gamers of all ages, and the beauty of the artwork is certainly timeless. If Mickey's not your thing, you won't appreciate this cart. But if you liked any of Mickey's other games, you won't miss with Mickey Mania. G

PROTIP: In The Prince and The Pauper, move from candle to candle to swing the chandelier. Jump when the chandelier peaks.

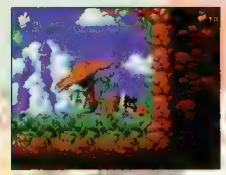
PROTIP: To find the hidden area beyond the captain's wheelhouse at the beginning of Steamboat Willie, jump on the cat, then jump through the hole the cat makes in the roof.



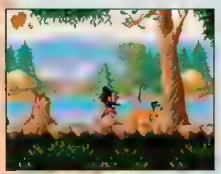
PROTIP: In the Lonesome Ghost's basement, wait until the platform swings, then jump from the highest point.



PROTIP: To get past this section of the lab, put the beaker under each of the spigots. Do it three times and then put the beaker on the Bunsen burner. Step on the switch in the upper-right corner until the beaker explodes.



PROTIP: In Mickey and the Beanstalk, push this pot under the dripping water, and a flower will grow. Push the pot back to the left and jump up.



PROTIP: Pluto stops when things fall and points when the Moose is coming.

You'll find this bonus level if you know how to "bug" someone in the last stage of the Beanstalk level!

Genesis Game ProFile

Mickey Mania: The Timeless Adventures of Mickey Mouse

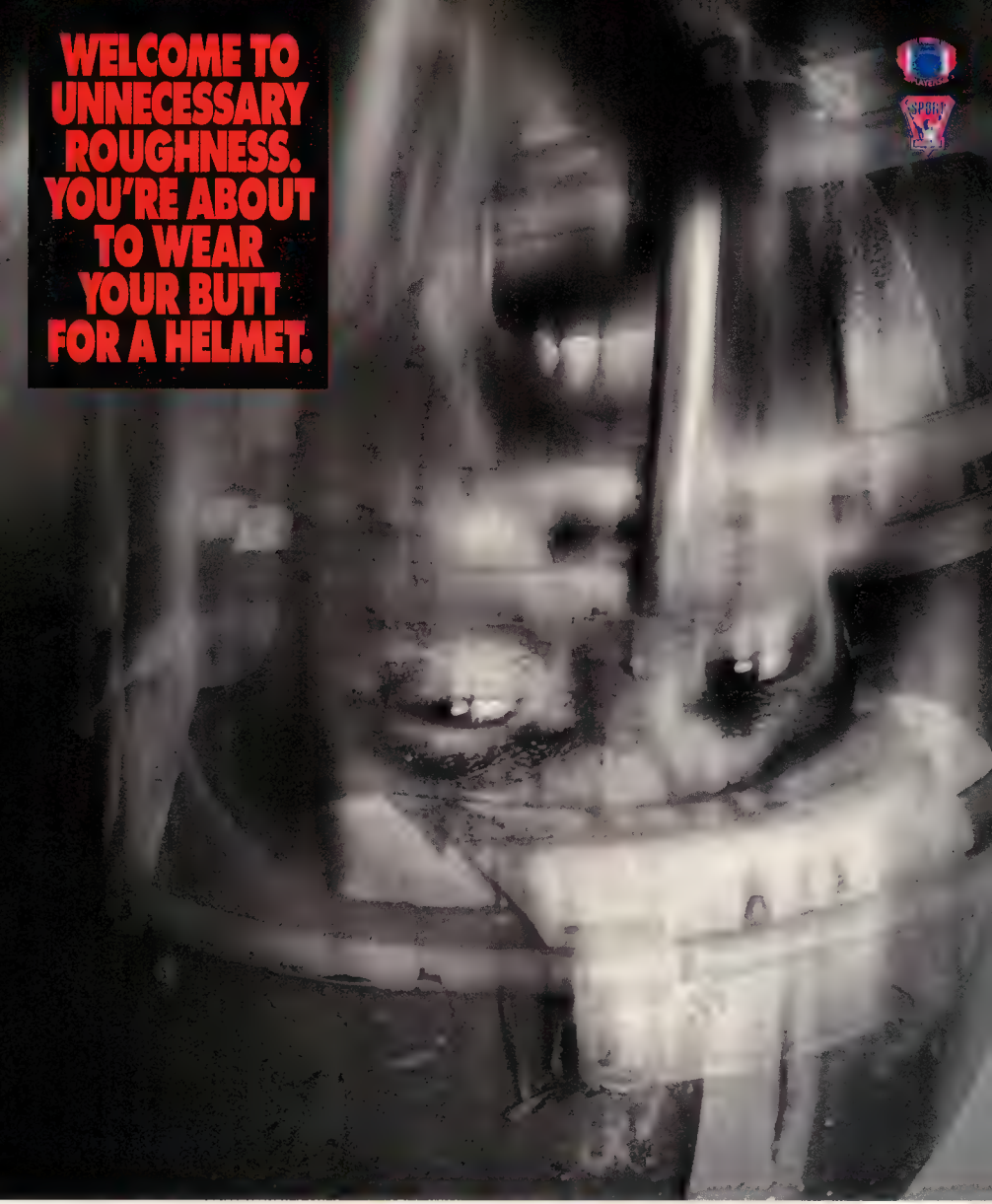
(By Sony Imagesoft)

GA

Before you groan about kiddie games and Mickey Mouse, know this: Mickey Mania is one of the most unique Mickey games ever, and a blast for side-scrolling enthusiasts everywhere!

Graphics	Sound	Control	FunFactor	Challenge
5.0	4.0	3.5	4.0	ADJ. Adjustable

$59.95	1 players
16 megs	7 cartoons
Available November	Side view
Action/adventure	Multiscrolling



Players juke, spin, and then bury a shoulder into their opponent's chin strap. A flying tackle gets thrown in for good measure. Groans are in your face. Al Michaels is in your ear.

Slam the high-impact button at the right moment and your middle linebacker hits people like an 18-wheeler on a major dose of steroids.

It's Unnecessary Roughness for the Sega™ Genesis.™ It's about football. About winning. And about leaving the field under your own power.

UNNECESSARY ROUGHNESS '95

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Genesis

SPARKSTER

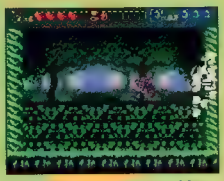
By Manny LaMancha

Sparkster, the potent 'possum of Rocket Knight Adventures fame, is in for some big problems. In his latest adventure, two girls fall for him, one gets kidnapped, The Devotindos army attacks Zebulos's home planet, and the king of Gedol puts a price on Sparkster's head. Sparkster's gonna have a busy day, and you'll wanna be there for the action.

Rocket and Roll

Sparkster has some tricks up his sleeve for Gedol's minions. He packs a sword and a couple of special attacks to spice things up. The Rocket Attack cuts through obstacles like butter, while the Screw Attack puts a twist on things that get in his way. Both methods take him high above the playfield where many bonus items await, including a Flaming Sword, health rechargers and 1-Ups. When you gather gems along the way, a slot machine cranks out bonuses – or enemy bombs.

Because of his special attacks, Sparkster's controls are more involved than those in other multiscrolling adventures, though it doesn't take long to get the hang of his jet power and when to use it. Later in the game, the controls change as you drive a gigantic robot through the streets and go head-to-head with another robot. The response time is sometimes slow, but it's not a major impediment.



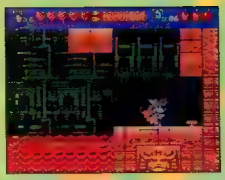
PROTIP: You need to pop this boss in the nose a few times. Wait until he sneers and drops his arms, then rocket across into his nose before he lashes out at you.

PROTIP: In Stage 2, use your sword to blow out the wall torches. Darkness may reveal something – but it may be an enemy, too.

A Sword-ed Tale

The sound effects and music accompany the action well. Explosions and gun blasts enliven things up, and a fast-paced soundtrack keeps you involved.

PROTIP: In the robot battle, wait until your opponent tosses a projectile at you. Block it, move in for a straight punch to his gut, then back out. Repeat the sequence until he's done for.

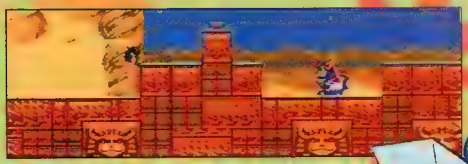


PROTIP: This switch creates a floating raft that gets you out of a difficult jam. Jump on the platform, and it starts heading left. Simply duck through the spikes that lie ahead. Don't let the platform get too far away – you'll need it again later.

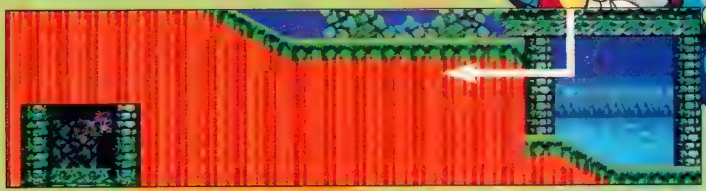
The smooth graphics are supported by solid animation for all the characters, even during the super-size robot ride. Occasionally, though, the action gets so intense in the game's later levels that the Genesis bogs down and the animation momentarily slows to a crawl.

Stormy Knights

Despite some minor flaws, Sparkster's a good progression from the original. The four difficulty levels don't just add more enemies, they actually throw fresh sections at you. You'll have your hands full. Whether Sparkster saves Princess Cherry is up to you, but the path to victory's a real blast. G



PROTIP: Stage 2 gives up an extra life, but it's tough to get. Stand to the right (as shown), so you don't trigger the cyclone. To grab the 1-up, rocket straight up, then rocket diagonally down and to the left as you're falling.



PROTIP: Near the end of Stage 1, drop down and pick up some bonuses before grabbing the two rockets. Rocket to the left to find a hidden passage that leads to an extra life.

Genesis Game ProFile

Sparkster: Rocket Knight Adventures 2

(By Konami)

GA

You're in for rompin' fun when you help Sparkster with his latest adventure. Four difficulty levels, new attacks, and a super-size robot ride keep the Rocket Knight saga fresh.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.5	4.0	4.5	ADJ. Adjustable

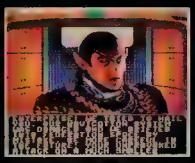
Price not available
8 megs
Available October
Action/adventure
1 player

7 levels
Side view
Multiscrolling
Passwords

Report To The Bridge.

Welcome aboard the U.S.S. Enterprise. The bridge is under your command.

Beam down to unknown planets. But choose your team carefully. Each crew member has special strengths.



Red alert! Enemy ship attacking. Use your shields, torpedoes and phasers to defend the Starship Enterprise.

Starfleet has appointed a new Commander of the Starship Enterprise™: You.

In "Future's Past," the new Star Trek: The Next Generation® episode for Super Nintendo,® you can be any of your favorite crew members on the U.S.S. Enterprise™. Travel at warp speed. Transport to distant planets. And... BOLDLY GO WHERE NO ONE HAS GONE BEFORE™.

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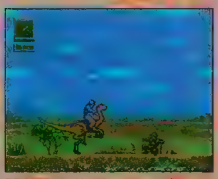
Genesis

JURASSIC PARK: RAMPAGE EDITION

By Scary Larry

Enough with the dinosaurs! JP: Rampage Edition is another ploy to keep you interested in prehistory. Betcha it's simultaneously released with the JP videotape in October. Betcha.



PROTIP: In the Savannah Stage, you may want to progress on foot until you come to a save marker. The Gallimimus moves too quickly to collect power-ups.

The Park Never Closes

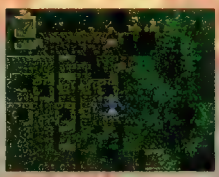
As Grant leaves Jurassic Park at the end of the first game, he sees InGen agents combing the area for dinosaur eggs. (They either want to breed the eggs or make a mighty big omelet.) In this game, you must stop the agents before they reach their goal, avoiding famished dinos along the way.

If you play as the Raptor, you have to get your eggs to safety (before someone makes a movie out of you).

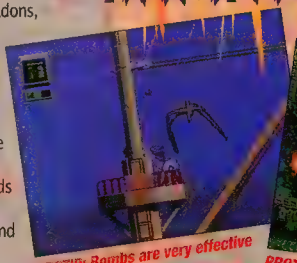
The dinos remain the same. The Raptors, Pteranadons, Campys, and T. rex return, plus Gallimimuses that you ride in a fast side-scrolling stage. Even worse, you face a nastier species this time: Humans. Guards are everywhere, shooting, running, and throwing bombs.

Progressing through the six levels as Grant, you pick up various weapons like a deadly Flamethrower that blackens beasts to extra crispy, a buck-shot-blastin' Shotgun, and a Machine Gun. Dr. Grant, meet the Terminator.

PROTIP: In the Aviary, always shoot at the Pteranadons. One will unexpectedly swoop down and fly you back up to the nest. The most important things to look for are save markers.



PROTIP: In the Mines, search the walls for hidden areas. Watch to see if a dinosaur, such as a Campy, runs in and out of the walls.



PROTIP: Bombs are very effective against the Pteranadons.

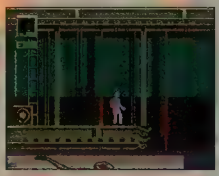
PROTIP: The Flamethrower is tricky. Don't count on it against the Raptors.

Strollin' Through The Park

Though similar to the last title, the graphics lack realism. All the characters look as if they've been outlined in black crayon, making the game more cartoony. The backgrounds are nice, but they're too reminiscent of other Genesis forests. It's Flashback and Jungle Book combined.

The standard sounds won't send chills down your back. The humans' and dinos' death yells are very similar, and many sounds were ported over from the first title, so don't expect much.

The controls seem difficult because the dinosaur A.I. in this game is faster and more lethal than it was in previous versions. Raptors don't just roam aimlessly waiting to get shot – they pounce and slash at you. Getting Grant past the dinos will take a lot of shootin' and scootin'.



PROTIP: On the Cargo Ship, you may have to blast ceilings, floors, and walls to find accessible entrances or exits.

PROTIP: At the beginning of the Aviary stage when the Pteranadon is taking you to the nest, shoot everything in sight. If you're lucky, you'll take out a few animals and guards, so there'll be less for you to fight on the way down.

Extinct?

Jurassic Park was a great title on many platforms. This attempt to cash in on the movie's fame, however, is side-scrolling mediocrity. Plenty of work for the thumbs, but none for the brain. If that sounds like you, then Park it here.

Genesis Game ProFile

Jurassic Park: Rampage Edition

(By Sega)

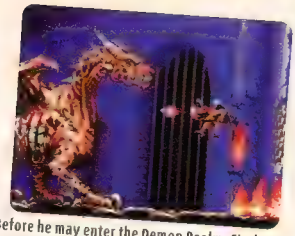
MA-13

Want to get oil? Squeeze the prehistoric sediment of fossils under the earth's crust. Want to get rich? Squeeze the prehistoric sediment of fossils under the earth's crust. JP: Rampage Edition squeezes a little too tightly.

Graphics	Sound	Control	Fun Factor	Challenge
3.5	3.0	4.0	3.5	ADJ. Adjustable

$64 99	1 player
16 megs	6 levels
Available October	Side view
Action/adventure	Multiscrolling

In the graveyard, Firebrand must bust through Belth's claw to recover the Crest of Fire.

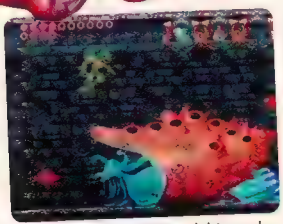


Before he may enter the Demon Realm, Firebrand must confront Somulo, the dragon gatekeeper.

ALL HELL IS ABOUT TO BREAK LOOSE.

Your spine will tingle as you enter the terrifying Ghoul Realm, where the evil Phalanx has hidden the magical, powerful stones of the Demon's Crest in his plot to form a destructive empire. Their return is up to you and Firebrand, a flame-spitting gargoyle who morphs into unique and powerful forms—each with startling attacks and powers. To restore peace, you must conquer Phalanx and his minions on seven treacherous levels by collecting weapons, gems and treasures. It's a hell of a way to have fun.

CAPCOM



Firebrand morphs into the Tidal Gargoyle, in an effort to shoot the Holoturion snail.

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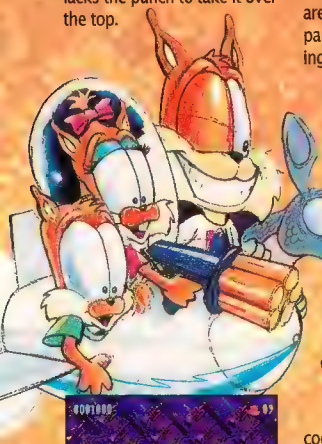
Genesis

BUBSY II



By CC Rider

Your favorite bouncing bobcat is back, ready to rescue world history from the clutches of Oinker P. Hamm. Bubsy II looks, sounds, and plays better than the original, but it still lacks the punch to take it over the top.

My Boy Bubsy

Bubsy II shares a lot with Bubsy I, but it has some changes, too. As in the original, you run, jump, and float like a leaf through lengthy side-view adventures. Bubsy II's worlds are more complex, however, and usually there are several ways to arrive at a particular place, with interesting side paths along the way.

PROTIP: Gravity isn't the same in every world, especially in Space. Take time to find out how far and how high you can jump.

to replay a level. Bubsy II also includes three new minigames that provide a welcome diversion. Like carnival sideshows, they don't have much effect on the main attraction (that is, they won't hurt you), but they sure are fun.

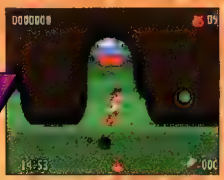
Another improvement is in the controls: Your bobcat has better reflexes than ever. Bubsy moves sharply and predictably in this game, and he jumps more accurately. Bubsy's not getting older, he's getting more nimble.

Go Where You Want

Slapstick graphics and sounds carry the day, particularly the bug-eyed, screaming stunt frogs in the Frogapult. The on-screen characters are smaller than they were in the original, and they're also less detailed. But Bubsy and the bad guys are entertainingly animated, and good sound effects – including funny digitized sound bites from Bubsy – add to the fun.

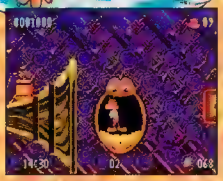
Nine Lives...And Then Some

Bubsy II's big weakness is its easy challenge. The Amazatorium just isn't very deadly. Furthermore, Bubsy now sports three levels of health in addition to his traditional nine lives (which are quickly augmented by abundant power-ups). Even if you die ugly, you'll still need both hands to count your remaining lives. Younger or novice gamers can cut their teeth on Bubsy II, but if your idea of a challenge is slammin' with Sonic, you won't get much of a bang out of Bubsy.



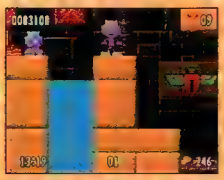
PROTIP: Don't forget to check under the tree roots in the Medieval world.

PROTIP: It takes some doing, but long falls can be fatal. Look before you leap.

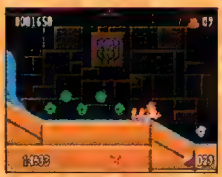


PROTIP: After you play a minigame, the access door becomes a warp door.

Even better, you play with cool new toys like a Nerf cannon that blasts baddies and portable holes that enable you



PROTIP: Can't find the Liquid Lunacy minigame? Try on a diving suit.



PROTIP: Don't hop blindly into water flows when you're in Egypt. If one dumps you in a pool, you're finished.

PROTIP: Frogapult is the best way to rack up extra lives. You get one for every five targets you hit.

Bubsy II
(By Accolade)

GA

Bubsy's had a face lift, and he has new worlds and toys, but there's not enough white-knuckle action here to satisfy veteran gamers.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	3.0	ADJ. Adjustable

$59.99	2 players
16 megs	15 levels
Available October	Side view
Action/adventure	Multiscrolling

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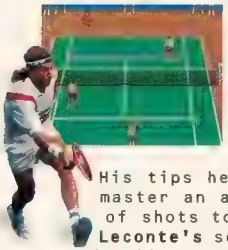
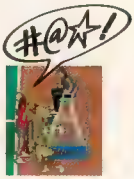


His tips help you master an arsenal of shots to crush **Leconte's** serve and volley. Or **Laver's** baseline game.

Guess winning isn't about the shoes after all.

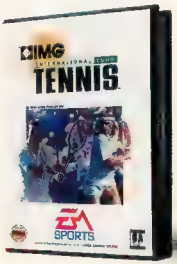
Next on Vic's list is **total control** of your strokes and temper.



But not too heavy on the temper, after all, close calls are part of the game.

and **tons** of prize money.

Hey, it's the real thing and it's all in here.



And if pummeling your opponent isn't motivation enough, we livened things up with **16 International tournaments,** player rankings

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By Quick-Draw McGraw

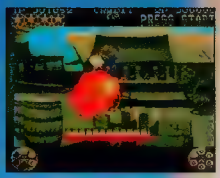
This long-awaited sequel to Lethal Enforcers unloads new twists, a Western setting, and a ton of action that put it a shot ahead of the original.

PROTIP: Many weapons are hidden in the game, so shoot every breakable object.

Can't We All Just Get Along?

Lethal II takes you back to the days of the Wild West, where gun-totin' villains are robbing everything from banks to stagecoaches. It's up to you and your trusty Justifier gun to protect the innocent and stop the mayhem. One or two players (simultaneous) can move up through the ranks (posse, deputy, sheriff, and so on) as you tame the West.

Your standard six-shooter, which is sold separately, is carried over from the first cart. By shooting at guns on-screen, you can upgrade to double-barrel shotguns, Gatling guns, and even cannons. Bad weapons to fight bad hombres!



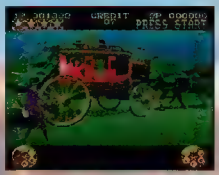
PROTIP: This first-level boss can be tough. Keep him under constant fire so he can't shoot his cannon.

tures, though, are the shooting effects. Each weapon has a distinct firing pattern that creates an intensely realistic shooting experience.

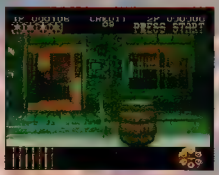
Although you can use a regular controller, you gotta go with the gun. Every gamer who's ever used the Justifier is acquainted with its accuracy and quick trigger action. This premier light gun is more effective than it was in the first Lethal, especially when you're targeting moving objects. And it's Magnum-style cas-

LETHAL ENFORCERS II Gun Fighters

PROTIP: Constantly shoot off-screen to refill your gun – you don't want to be caught without bullets in a situation like this one.



PROTIP: Don't just shoot anything that moves. Listen for innocent victims who call for help. If you shoot them, you lose stars and points.

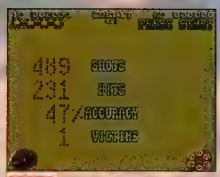


PROTIP: Some special weapons can be refilled. Take advantage of this option before you lose it.

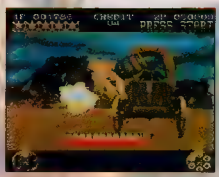
Much like the first game, Lethal II's graphics are hot. Although the blood and gore were left out, the clear digitized sprites will have you ducking behind the couch, and the realistic 3D-style backgrounds give you more Western flavor than *Tombstone*.

Eat Lead!

In the sound department, Lethal II is everything its predecessor was and more. New digitized voices and enemy sound effects will inspire you to heroic deeds. The best fea-



PROTIP: The accuracy report tells you your present rank and gives you something to shoot for as you improve.



PROTIP: When this boss raises a barrel above his head, shoot it and then nail him. Repeat this pattern until he's dead.

ing feels more realistic for a Western shooter.

Best in the West!

Lethal II is just as good as the original, and its new features will make it one of the hottest shooters of the year. Are you quick and accurate enough to survive the Wild West? Well, are you, pilgrim?

Lethal Enforcers II – Gun Fighters
(by Konami)

A smashing new sequel, Lethal Enforcers II – Gun Fighters is a hot Western shooter with exceptional features, intense game play, and, of course, the Justifier.

Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	Adjustable

Price not available	2 players
16 megs	5 levels
Available October	First-person view
Shooter	Gun sold separately

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5 winners will receive the complete library of Street Fighter video games, the official movie t-shirt and poster, Street Fighter action figures, trading cards, comic books, a skateboard and two free movie passes to a local showing of Street Fighter.

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25 winners will receive the official Street Fighter movie poster and t-shirt, a complete set of Street Fighter II Strategy Guides and a one year subscription to *GamePro* magazine.

GAMEPRO CAPCOM

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Address _____

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Phone Number _____ Age _____

Fill in the answers below and send your completed form no later than November 16th to:

Street Fightin' Movie Action
PO Box 5960
San Mateo, CA 94404

1. NAME ONE OF CAMMY'S THREE SPECIAL MOVES.

2. WHAT IS THE MAXIMUM NUMBER OF PLAYERS WHO CAN COMPETE IN THE TOURNAMENT BATTLE MODE OF SUPER STREET FIGHTER II (SUPER NINTENDO OR GENESIS VERSION)?

3. BLANKA IS A NATIVE OF WHAT COUNTRY?

4. NAME THE LAST MOVIE IN WHICH JEAN-CLAUDE VAN DAMME APPEARED.

Genesis

BOOGERMAN

A PICK AND FLICK ADVENTURE

By Manny LaMancha

When you pick up a game called Boogerman, you know right away you're in for a weird, on-the-fringe-of-taste game. Interplay has constructed a game that will appeal to fans of the *Ren & Stimpy*- and *Beavis and Butt-Head*-type of humor, because Boogerman uses bodily functions as weapons.

PROTIP: In Level 1, when you drop off the cliff to this spot, blast the rock with a Super Burp. Don't forget to grab the cape inside.

PROTIP: When you face Nickboy, park on the branch to get some height above the various attacks. Drop down when he flings the chicken, then return to your perch.

'Snot Very Polite

For every superhero, there's a mad scientist who needs defeating. Boogerman's adversary is Professor Stinkbaum, who's found a way to take the world's waste and send it to another dimension called Dimension X-crement. When things get out of control and criminal behavior starts creeping into the process, Boogerman comes to the rescue. And he finds himself up against many weird creatures like goblins, trolls, and ghosts in five worlds spanning 41 spacious levels.

Luckily, Boogerman is equipped with...well, he doesn't really have any special weapons, other than what he was born with. He can flick boogers at enemies, with some milk he can hawk loogies, and he can belch with damaging effects. His most powerful tool is...well, his butt blasts! He can let off a little stinker to take out an enemy, or deliver something bigger for maximum destruction. With a chili pepper, he's a flame thrower – and he can even fly.

PROTIP: Grabbing enough plungers to build a ladder gives good bonus points – and makes Boogerman happy, too!

The Sound of Mucus

As you might expect, Boogerman is filled with juicy noises and visuals for each on-screen action. The only sound problem comes with the many digitized voice samples, which are somewhat raspy. The graphics and animations, on the other hand, are really slick and comical to match the game's premise.

Control, at first, seems to be pretty excruciating, as many of Boogerman's excretions and expulsions are control-pad and button exercises.

PROTIP: In the nasal caverns, you can't harm these bobbing creatures. Just time your moves past them.

The Palace stages are reminiscent of Aladdin's journey on the Genesis – though quite a bit grosser.

PROTIP: If you crisscross over some of the same terrain, you may meet enemies that weren't there previously. Take your time as you forge ahead.

PROTIP: Finding a regular supply of mucus is important so you can throw boogers. Jumping on enemies isn't always safe, especially if lots are around.

PROTIP: In the early stages, you have to work your way through the trees' upper branches to get full bonuses.

It doesn't take long to execute his excessive *arse*-nal and extradite his enemies' exteriors into extinction. It's an extravaganza!

Butt...There's More!

As disgusting as Boogerman can be, as a video game it's fun to play. It almost comes off as a parody of last year's Disney's Aladdin, with extensive, challenging levels that take you up and down, left and right, and in and out of distant areas (using noses and toilets as transporters). Boogerman is a gas to play, it doesn't stink, and it looks PU-tiful. You'll have a blast!

Awesome Game Profile

Boogerman

(By Interplay)

MA-13

In a game that's guaranteed to unnerve the faint at heart, Interplay has created a gross platform game and character that we pick to win by a nose.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	ADV. Advanced

Price not available
16 megs
Available November
Action/adventure
1 player

41 levels
Side view
Multiscrolling
Passwords

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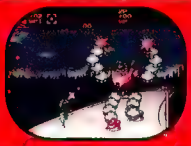
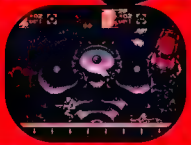
Push your SEGA™ Genesis™ to the limit with the most gut-wrenching Contra® game ever. Contra Hard Corps.™ But bring a friend, you'll need someone to scrape you off the walls. As a Contra member, you're mankind's last hope of rising from the



ashes of the Alien War. All that stands in your way are hundreds of mutant cyborgs bent on turning you into chopped liver. Pick any one of 4 elite commandos and battle your way through 12 levels of pain and doom. Each path you choose leads to a feeding frenzy of destruction. Confront



metallic beasts whose firepower is strong enough to melt your corneas. Reduce them to scrap metal, only to face the most fearsome collection of bloodthirsty bosses. You'll be whimpering for

Mommy before level 2. Jack into Konami® 's Contra Hard Corps. But, before you do, leave behind your dental records. It may be the only way to identify you.

Hunt out Contra - The Alien Wars™ for your Game Boy®

KONAMI

SEGA

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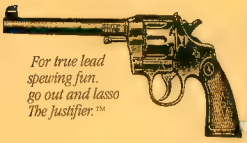
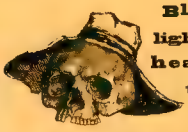
GO WEST Y

AND BLOW AWAY AN

In the Old West, gun fighters let their guns do the talkin'. Now you can pack one that just won't shut up. Lethal Enforcers™ II: Gun Fighters™. It's all the gun blazin' action of the smash hit arcade game, fired up for your SEGA™ Genesis™ and SEGA CD.™



For true lead spewing fun, go out and lasso The Justifier.™



Blast your way through five lightning fast levels. Aim for the heart to drop scum in their tracks. Draw your six-shooter and serve up some hot lead to ruthless bank robbers. Grab your Gatling gun and flush out a gang of grubby banditos.

And, if you're still standin', empty your shotgun into an evil shaman and his band of creepy,

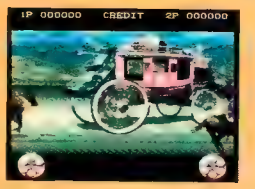
Hey gringo, don't bring shame upon your good family name. Only a dork would mess around with real guns. Remember, it's just a video game. Lethal Enforcers™ and Gun Fighters™ are trademarks of Konami (America) Inc

OUNG MAN,

YTHING THAT MOVES.

skeletal ghouls. Never mind the stench, son.

So reach for your guns and see if you got what it takes to make Deputy,



Sheriff or U.S. Marshall. But watch yourself, pardner. 'Cause you'll need a sharp eye and a quick trigger finger to dodge all them flaming arrows, cannonballs, skulls, tomahawks and powder kegs

those crusty varmints are a-throwin' your way. And mind the innocent townsfolk and Holsteins. Shooting them will cost you.

Let the bullets fly and the bodies fall in Konami®'s Lethal Enforcers II: Gun Fighters. One false move and the buzzards won't be goin' hungry tonight.

Also available on Sega CD

KONAMI

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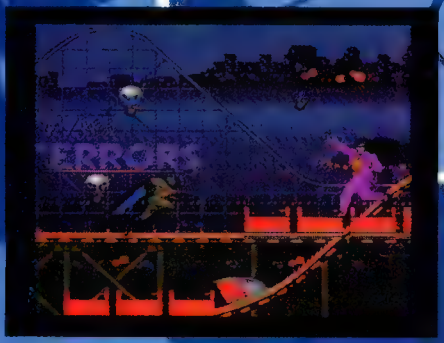
Is this the game or the TV show?

And he's not talking. So you'll just have to find out for yourself in Konami's *The Adventures of Batman and Robin* video game. The new 16 meg blockbuster for your SUPER NES®. Plunge into the underworld of *Gotham City* and battle the *Dark Knight's* arch enemies through 8 sinister levels. Each based on actual adventures from the animated TV series. Strap on *Batman's* utility belt and choose his weapons wisely. 'Cause you'll need more than fast fists to make it to the next crime scene alive.

Only Alfred™ knows for sure.

Hurl a gas grenade and crack open *The* [illegible] to unstuff [illegible] to strike fear into the populace. Follow the *Bat Signal* to Konami's *The Adventures of Batman and Robin* video game. It's all the nonstop action of the animated TV series. Without all those annoying commercials.



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WATCH YOUR NEIGHBORS CAREFULLY. STUDY THEIR MOVEMENTS. SEEK OUT THE ENEMY, USING HIGHLY DEVELOPED DETECTIVE SKILLS, SUPER COMPUTERS AND SOPHISTICATED ROBOTS.

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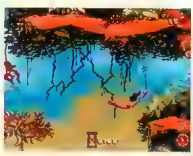
they've got claws they've got venom they've got teeth you've got BANANAS?

But don't worry. They're not the kind of bananas you cut up in cereal. They're the kind that can cut down a man-eating tiger, spit-ball hurling snake, ballistic bat, crazy ape, or totally mental, maniac monkey. In the new video game, *Disney's The Jungle Book*, a banana can save your butt...and really mess up someone else's. You'll fire off your favorite fruit through 11 different play levels*. Plus 5 wild bonus rounds. With characters and songs straight from the Disney movie. *Disney's The Jungle Book* even features movie-like super-smooth animation. From Virgin and Disney, the same companies that created *Aladdin* for the Sega™ Genesis™ System. So make like a banana...and split for your nearest video store.

Available for all your favorite game systems.

Disney's

The Jungle Book



Virgin

Disney

*Number of levels and bonus rounds may according to game system. Screenshots taken from Sega™ Genesis™ version. Other versions may vary. © The Walt Disney Company. © 1994 Virgin Interactive Entertainment, Inc. All rights reserved. Virgin is a registered trademark of Virgin Enterprises, Ltd. Sega and Genesis are trademarks of Sega Enterprises, Ltd.

What do you do when you see a fire-breathing, skateboarding, karate-kicking, out-of-control dinosaur coming at you?

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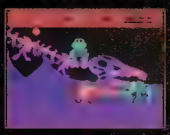
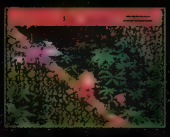
GET OUT OF HIS WAY.

radical REX™

He's the raddest baddest fire-breathing Tyrannosaurus ever to shred prehistoric pavement! This Mesozoic-bad-boy-on wheels is out to kick some butt, rescue his main squeeze and save the dinosaur race.

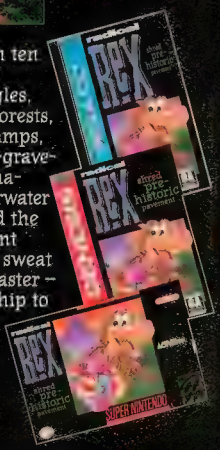


Rex sports his flame-breath



Radical Rex thrashes on his board

Slam through ten wild levels of jammin' jungles, freaked-out forests, primeval swamps, haunted dino-graveyards, piranha-infested underwater caverns – and the belly of a giant dinosaur! No sweat for the Rexmaster – 'cuz he's too hip to be extinct!



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PacAttack

By Andromeda

This great puzzler offers the familiar twists and turns of Columns and Dr. Robotnik's Mean Bean Machine, with some Pac-Man thrown in for good measure.

Chomp On

In PacAttack, you chow down on three play modes. In Tetris-like Normal play, you juggle puzzle pieces that drop from the top of the screen. The pieces are composed of blocks, the familiar Pac-Man Ghosts, and occasionally Pac-Man himself. You manipulate the pieces to stack them in rows at the bottom of the screen. When you complete a row, it disappears, earning you points. Ghosts, however, clog up the rows, so you must guide Pac-Man to chomp 'em up. The game's challenge lies in keeping the screen clear.

PROTIP: Try not to completely surround Ghosts with blocks. If you do, it's almost impossible to get rid of them.

The game's other modes, Puzzle and Versus, are variations on the same theme. In Puzzle, you solve increasingly difficult challenges within a certain number of moves. In Versus, you compete against another player, which is the most enjoyable way to play.

PROTIP: In the easier mode, have the Fairy land as high on-screen as possible to take out the most Ghosts.

PROTIP: Check out which piece is in store for you next at the preview window at the left of the screen.

Looks Good, Tastes Great

Rounding out the fun, the simple graphics and variety of tunes look and sound surprisingly good for the Genesis. PacAttack's certainly a very familiar formula that follows the tradition of other puzzle greats, but the addition of one of the top video game stars of all time gives the game a nice strategic twist. It's well worth a trip down memory lane.

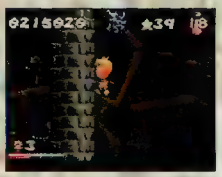
PacAttack By Namco

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.5	3.5	4.5	ADJ. Adjustable

$49.95	2 players
4 megs	Side view
Available now	Passwords
Puzzle	Sega rating: GA

By Manny LaMancha

Nothing's worse than Colonel Brown's sludge! He's spread it throughout North Sterlington's sewers, causing animals to mutate into the most hideous creatures. In this unique scroller, you must stop these sludge monsters before the nasty Colonel takes over the town.



PROTIP: This location in Stage 4 brings you an extra life.

Domark has done some fabulous animation in the game. Marko and his surroundings have a heavy cartoon appearance, from Marko's oversized head to the goofy-looking characters he faces.

MARKO

PROTIP: Near the end of the first stage, use your ball to spring above the rope for a heart and a burger!

The musical accompaniment is crisp, but the sound effects are weak or, at times, tired and unoriginal.

The cart offers deep game play and loads of fun, but the enjoyment is pulled down a few pegs by the control mechanics. Marko maneuvers the ball in various ways, and you sometimes get frustrated when you can't direct it just where you want – or even get the ball on your foot quickly.

He's a Sludge Hammer

Luckily, Marko and his football – well, soccer ball to us here in the colonies – come to the town's rescue. The sludge has given Marko's ball the ability to mow through the town's myriad nasties. He can also use it to bounce higher than normal jumping distance.

PROTIP: On Level 2, push this box over the spikes and do a running jump to reach the platform above. Immediately leap up, and you'll find a cache of bonus items.

Close to the Marko

Marko's mixture of cartoony graphics and fairly intricate controls is often confusing, which could alienate some gamers – it's like an overloaded Mario game. If you're looking for a uniquely designed game, however, Marko's Magic Football is a kick.

Marko's Magic Football By Domark

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	3.0	3.5	ADV. Advanced

$54.99	13 levels
16 megs	Side view
Available October	Multiscrolling
Action/adventure	Passwords
1 player	Sega rating: GA

POWER. JUSTICE.
DARKNESS. LIGHT.
Two halves of an ancient puzzle
are the only hope.
DOUBLE DRAGON
IMPERIAL ENTERT
SCANBOX
PRODUCTION
"DOUBLE DRAGON"
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PRODUCTION DESIGNER MAYNE BERKE
DIRECTOR OF PHOTOGRAPHY GARY B. KIBBE
EXECUTIVE PRODUCERS SUNDIP R. SHAH AND ANDERS P. JENSEN
WRITTEN BY MICHAEL DAVIS & PETER GOULD AND
MARK BRAZILL
PRODUCED BY SUNIL R. SHAH, ASH R. SHAH & ALAN SCHECHTER AND JANE HAMSHER & DON MURPHY
PG-13
DIRECTED BY JAMES YUKICH
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Coming Soon to a Theatre Near You

Knights of the Sky

By Captain Squideo

Knights of the Sky wants to soar like the Red Baron; unfortunately it putts along more like Snoopy.

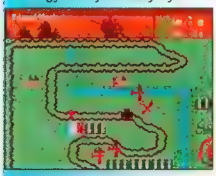
Dreamin' of dogfights? KOTS presents 54 World War I aerial

PROTIP: In a dogfight, try to attack your enemy from above and behind.

campaigns, positioning you as either a gunner on a bomber, a bombardier, or a fighter pilot. Battles mix overwrought point-and-click strategy with mild shooting action.

"Action" is misleading, because this game is slow and uninvolving. The overhead-view maps have tiny icons, and the side-view dogfights are like old Atari games. Brief battle stories and philosophical quotes make feeble attempts to intensify the experience, but they can't overcome the weak graphics, putt-putt sound effects of dogfights, and hard-to-aim guns.

Ultimately, Knights is too strategy-heavy to really fly.



PROTIP: Airfields are prime bombing targets. Get your planes airborne so they're not caught on the ground.

Knights of the Sky By MicroProse

Graphics	Sound	Control	FunFactor	Challenge
2.0	2.5	2.5	2.0	ADJ. Adjustable

Price not available
8 megs
Available December
Action/adventure

54 campaigns
Multiple views
Multiscrolling
Sega rating: GA

Beethoven

By Scary Larry

Beethoven's blah is worse than his bite. Send this kiddie side-scrolling game to the pound.

Beethoven is a colorful kids game that's easy, simple, and doesn't ask much. Guide Beethoven through five bright levels to find lost puppies. Each pup has its own special skill, such as jumping or running. Beethoven himself sends showers of drool against non-threat-

That Genesis unit is sure acting weird. Maybe you're using the wrong power supply.

ening enemies like snails and vacuum cleaners.

The graphics and sound are just what you'd expect: bright and childish. Small sprites make the backgrounds look immense. The sound should be muzzled with its pathetic dog noises and too-cheerful music.

Control? Pick a button and press it. No one over the age of four is going to stay with this dog for long. Ultimately, Beethoven bites.

PROTIP: Use the bushes as jumping spots.

Beethoven By Hi Tech Entertainment

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	2.5	BEG. Beginner

$59.95
8 megs
Available now
Action
1 player

5 worlds
Side view
Multiscrolling
Sega rating: GA

Barbie's Vacation Adventure

By Coach Kyle

Young girls – and we mean young – should like this cheerful game. It's fun and educational.

Barbie goes across the U.S. to states like Wyoming and Florida for her vacation. Activities along

PROTIP: Wait for this turtle to give you a platform so you can cross the Wyoming creek.

the way include camping, horseshoe throwing, and volleyball. The basic puzzles are on the level of arranging tent pieces and finding hidden presents.

Simple games can still have better graphics and sounds than this one does. The backgrounds are bright but flat, and the sounds are pretty rinky dink. Bouncy music keeps things light.

With only a single button to press for every activity, even pre-schoolers should be able to complete these tasks happily. The nice variety of sports and puzzles should captivate the youngest novices, at least for a weekend.

PROTIP: Jump as your horse's nose reaches the obstacles.

Barbie's Vacation Adventure By Hi Tech Entertainment

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.5	BEG. Beginner

$59.95
8 megs
Available now
Action/strategy
2 players

6 levels
Side view
Multiscrolling
Sega rating: GA

Baby's Day Out

By Dr. Devon

If you're among the few fans of summer's movie dud *Baby's Day Out*, you might like this slow-paced game.

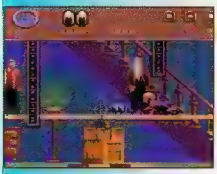
Kidnappers snag the baby, but he escapes and goes for some adventures. You're a helper who guides the crawler through simple point-and-click problems like moving blocks around so he can reach new heights within the time limit. The puzzles aren't tough, but

PROTIP: Surround the baby with orange blocks so he's forced to climb up these stairs.

an inaccurate, loosely floating cursor makes them a challenge.

The graphics are decent. The baby and kidnappers are stiff-moving digitized sprites, while the backgrounds are clean and colorful. Unfortunately, the music plods, and the baby doesn't make any funny noises.

Young gamers might like this slow baby, but veteran gamers will let the kidnappers keep him.



PROTIP: Nail the kidnappers before the baby crawls through the gates.

Baby's Day Out By Hi Tech Entertainment

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	2.5	3.0	BEG. Beginner

$59.95
8 megs
Available now
Action/strategy

1 player
Side view
Multiscrolling
Sega rating: GA

CD-i

IT'S NOT WHETHER YOU WIN OR LOSE. IT'S HOW MANY OF THESE ARROGANT SLIMEBALLS YOU TAKE DOWN WITH YOU.

Say hi to L. Wolf Jam, master of ceremonies. In killer full-screen animation, he introduces you to the pompous bosses of 10 different enemy teams. They issue you a challenge and you accept. Or run like hell.

It's your team of three genetically gifted humans against the rest of the inhuman race. Relax, your teammates are awesome streetfighters and for weapons use all the steel pipes and severed body parts they can get their hands on.

Meet Tina Feline, boss of the Animorpha Roma team. Like the other team bosses, she'll badger, heckle, mock you and spew out a bunch of snide challenges. Do us a favor. Make her eat her words.

In Mutant Rampage: Body Slam, you'll clash with thugs of every conceivable size and ugliness. Because in the plague-ridden, post-apocalyptic year of 2068, they rule the rubble-strewn cities of Earth. And to make matters even worse, they talk trash. Guess you'll just have to waste them. Because there's only one thing that's more irritating than getting your face rearranged by a scum-sucking mutant who's bent on rampage. Listening to him rub it in afterward.

Magnavox 450 CD i player just $299.95*. Includes 2 free titles.

PHILIPS MEDIA

Game requires optional Digital Video cartridge. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media France and Pathé Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved.

You Guys Finally Made It To Sega. What Do You Say?

The mayhem continues as this carnival-gone -bonkers takes their hugely successful show to your SEGA™ GENESIS™ System. They'll be kicking and screaming all the way as Bad Mister Frosty and the malleable mob smack it out in Clay Fighter™, the hilarious head-to -head action fighting game.

Let the clay fly as huge clay animated characters come to life in this major 16-Meg cart.

SEGA

ClayFighter™

Thank you very much!

No crybabies allowed!

Staggering graphics, amazing digitized sound and voices, and mind- boggling hidden moves and combos will knock your socks off! And the Tournament Mode will let you work all the kids on the block!

So, invite Bad Mister Frosty, Tickybod Clay, Helga and the rest of the gang over for a thrashin' bashin', non-stop brawl on your SEGA™ GENESIS™ system.

Interplay Productions
16922 Fitch Avenue
Irvine, CA 92714

VISUAL CONCEPTS

Sega CD

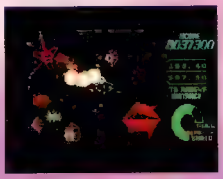
STARBLADE

By Captain Squideo

Looking for some *Star Wars*-style enemies and some Star Fox-style polygons? StarBlade is rocketing from the arcades into your galaxy with the simple kind of blastin' action that very young Jedis might like.

Star Search

As with most shooters, StarBlade has minimal plot, something about Planet Red Eye, a mighty Wave Cannon, and the Federation of Planets. Basically, you're a jet jockey with a first-person perspective on a deep-space rumble, and your mission is to target your cursor and fire at virtually everything in range.



PROTIP: Position your targeting cursor mostly in the center of the screen, since most enemy ships and shots cross there.

Simple controls keep the shootin' fast and furious. All you do is aim with the directional pad and shoot a single weapon with a single button. That's it – you don't steer your ship, grab power-ups, or swap weapons. Such simplicity appeals to young gamers, but veterans of other wars will long for the flying tactics and complicated armaments of sophisticated space shooters like Wing Commander.

Star Tours

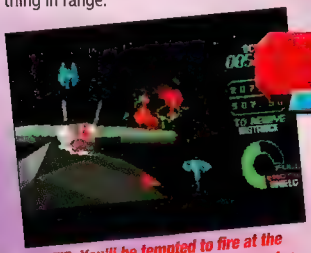
The graphics need to be good when the action's so basic, and StarBlade's graphics deliver. Speedy polygon-based, variously shaped enemies swoop in from all directions. Some have a real *Star Wars* look to them, especially the huge triangular cruisers and the mechanized Death Star clone. At times, complex asteroid fields fill the sky, and a planet's topography unfolds beneath you. The only drawback with the graphics is the targeting difficulty: Your targeting cursor often gets lost among the many explosions and crisscrossing ships, making survival difficult when the going gets especially rough.

The clash of warfare has rarely sounded so good. You hear other pilots' voices crackling over the radio, and explosions resonate with satisfying power. Standard zings and zaps round out the effects.

Blade Running

Good graphics and sounds, simplistic controls – so StarBlade's ideal for novice pilots, right? It is, but the shootin' action gets intense enough to test the skills of all pilots in training. It's a fine fight, so young jockeys should climb aboard. StarBlade's sharp! G

PROTIP: As enemy ships head into "hyperdrive," fire into the center to score late hits.



PROTIP: You'll be tempted to fire at the large, slow-moving destroyers, but wipe out the quick fighters first.

PROTIP: Take out the approaching red missiles in this polygon field before you blast the empty white ships...

PROTIP:...which is also your strategy on Red Eye. The red missiles are again your first targets.

Sega CD Game ProFile

StarBlade

(By Namco)

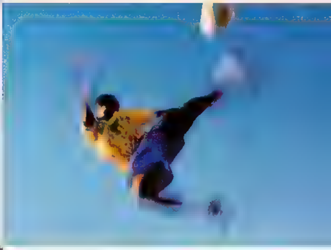
GA

Solid space shootin' in a polygon-filled universe – sound like Star Fox? StarBlade's much simpler, but it's still a good workout for novice jet jockeys.

Graphics	Sound	Control	FunFactor	Challenge
3.5	4.0	3.0	3.5	Adjustable

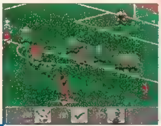
$49.95	1 player
CD	4 missions
Available now	First-person view
Shooter	Forward scrolling

JOIN THE BRAZILIAN AIRFORCE.

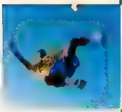


New set-plays give you better control of scoring chances in penalty kick situations. Goalies will be diving left and right Hopelessly

Goalies beware: power headers can actually be precisely controlled to send blistering shots virtually anywhere on the back of the net

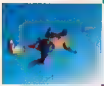


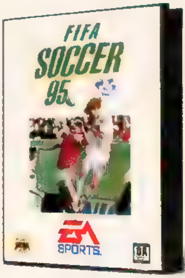
Enlist today in the international airforce of your choice. Intense power headers, quick mid-air volleys, and rocketing bicycle kicks round out your air attack arsenal



Air out with any one of over two hundred powerful international airforces including the best European club teams. Even compete in the European cups

Gooooooooaaaal. This moment made possible by crisper passes and better shot control. Then brought to you by fully detailed player art and animation.





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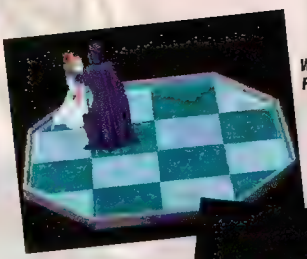
Star Wars Chess



Will the Rebels survive?

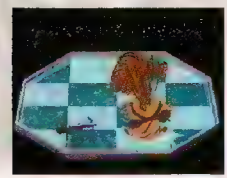
It's in your hands!

By Scary Larry

If you ever thought that R2D2 was just a pawn in the Empire's grand scheme of things, now you're right! If you ever wanted to say "checkmate" to Darth Vader, here's your chance.

The Empire Knights Back

Star Wars is not for everyone; the strategy of chess is not for everyone. But if you like either, this game is for you. Star Wars Chess may progress as slowly as a Star Destroyer, but you've never seen a chess game with so many action scenes.



Chewie puts his own spin on the game – and on the head of a Tusken Raider.

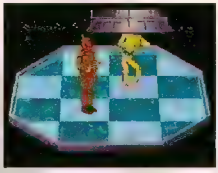
The rules of chess apply here. You're out to take control of the Empire's board, and you've got the finest of the Rebel fleet to help you. R2D2, C-3PO, Princess Leia, and even Yoda make appearances, as do Darth, the Emperor, Stormtroopers, and even some of the Empire's hardware, like the two-legged AT-ST walkers.

Don't feel like playing as the goody-two-shoed Rebels? You can choose to play for the Dark Side. The action heats up as you set skill levels (Novice, Amateur, Advanced, or Expert) for the computer or for a friend in the two-player mode.

PROTIP: There are no ProTips, except for those that exist for chess (which are too numerous to print). Read up on classic chess strategies or learn from a friend…and enjoy these great animation sequences from the game!

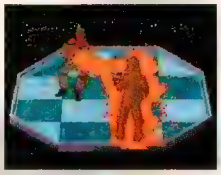
Movie Magic

The chess game play may be standard, but the animated sequences when you take down a piece are far from it. Watch Chewbacca stomp on a Stormtrooper or Yoda get vaporized by Vader. You'll laugh at the detailed animation – it's like watching outtakes from the movie. You're even rewarded (or punished) by scenes from the movie when you're done.



C-3PO goes down the tubes, er… up the tubes!

The accompanying sound has the quality of an orchestra. John Williams's rich, evocative score is permanently etched on moviegoers' brains, so you'll recognize the music. Every sound effect, like the Lightsaber duel, is taken straight from the movie. It's an audio treat.



Boba Fett takes out the knight!

The controls are as simple as using the Force. Moving a piece, dropping a piece, and switching in the menu require simple button presses, so you don't need Jedi training. Read the manual thoroughly for explanations of the options, and you're set for chess, Lucas-style.

Star Bores?

Although action/adventure flicks like the *Star Wars* trilogy seem like action-only video games, this cart provides a fun way to play chess. Chess purists and Star Wars purists alike will enjoy this one. Most impressive! G

R2 holds his own in this game.

Sega CD Game ProFile

Star Wars Chess

(By Software Toolworks)

MA-13

Members of the Rebel Alliance have a new way to assault the Empire. Star Wars Chess doesn't require quick trigger fingers, green-behind-the-ears pilots, or Jedi fighting skills. This game just wants to TIE one in the chess arena.

Graphics	Sound	Control	Fun Factor	Challenge
4.0	5.0	4.5	4.0	ADJ. Adjustable

Price not available
CD
Available now

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2 players
¾-overhead view

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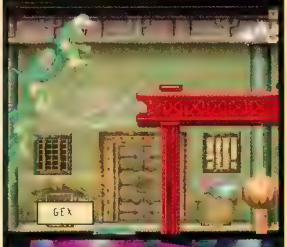

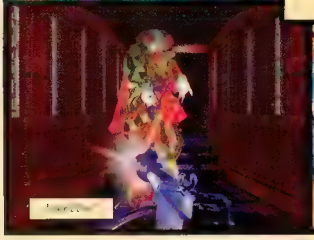

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Super NES

DEMON'S CREST™

By Captain Squideo

Tired of shallow action/adventure games that are all explosive flash with no substance? Demon's Crest brings depth and artistry to the action/adventure genre, making it one of the season's top SNES games.

Demon's Quest

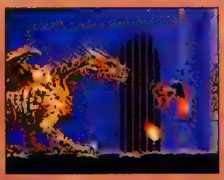
The same people who brought you Super Ghouls 'N' Ghosts in the early '90s have finally released a follow-up to that SNES action/adventure classic. While Arthur and his Princess are missing from this game, many of the same ghouls 'n' ghosts are here, as well as much of the same tried-and-true game play. This time, you play as the ugly Red Demon, one of Arthur's toughest enemies in the earlier game. He's still a bad guy, but now an even badder bad guy has scattered the Demon's Crest (no, it's not Satan's toothpaste, it's a circle of six powerful stones), so Red embarks on a crusade to recover them.

And what a crusade it is. Along the way he encounters all manner of zombies, ghosts, slithery beasties, and big bug-like bosses. Red battles them all with the basic skills every demon needs: He flies, clambers onto cliffs, and spurts fiery breath as his all-purpose weapon. Better weapons await, however. Each time he finds part of the Demon's Crest, he gains a new Gargoyle power, including super strength, the ability to breathe and fight underwater, and a technique to reach higher areas. Using each power properly, plus some talismans, spells, and potions, adds a strategic element to the game play, separating it from standard run-n-shoot action/adventure titles.

For some gamers, the moves and magic will add a welcome complexity to the controls. Once you're deep into the game, you have to switch quickly from one new power to another to get past various obstacles. The switching requires you to sort through a menu that some gamers may find cumbersome. The powers themselves take a little practice to use effectively. Once you master the moves, however, you can maneuver efficiently and shoot accurately.

Realm of the Demons

Although they may be a bit cartoony for some tastes, the graphics are wonderfully grue-

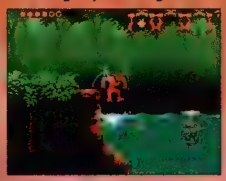


PROTIP: Down this dragon by flying over his flames and shooting at his head when he lowers it. Careful, though – just when you think he's dead, he makes a last attack.

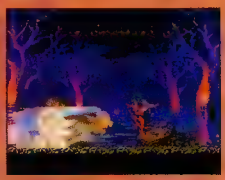
PROTIP: To shoot without getting shot, use your Hover move to fire from a safe distance.

PROTIP: Can't get out of Stage 1's cemetary? This password will get you airborne over an overhead-view map, so you can pick your next demonic destination:

G D B F
Y L F V
H Z J S
Z H C S



PROTIP: As you fight through the jungle, you can splash in the water for only a second as the Red Demon. If you fall in, avoid the spiked bottoms and sides of the moving platforms.



PROTIP: Time your jumps right, and you can barely clear the repeated charges of Stage 1's boss. When he's stationary, hover and shoot.

Super NES Game ProFile

Demon's Crest

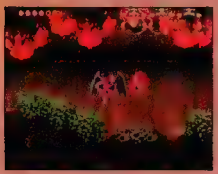
(By Capcom)

Part Super Ghouls 'N' Ghosts and part strategy game, Demon's Crest is a gruesome-looking, well-crafted adventure. You'll have a demonic good time!

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	4.0	4.5	INT. Intermediate

Price not available	6 stages
16 megs	Side view
Available November	Multiscrolling
Action/adventure	Passwords
1 player	

some. The colorful, well-illustrated backgrounds look like scenes from hellish nightmares, with lots of craggy



PROTIP: Near the end of the jungle, this ridge of fire bombards you with fireballs. Watch for falling sparks – they show you where the next fireball will fall.

PROTIP: Not only does this fire monster leap at you, he sends fire birds fluttering your way.

mountains and haunted graveyards. You'll recognize some enemies from Super Ghouls 'N' Ghosts, especially the zombies and ghosts. Of the many graphical highlights, a huge decaying dragon starts things off impressively, and the Red Demon flies with powerful grace. Thankfully, the slowdown that marred Super G 'N' G has been exorcised.

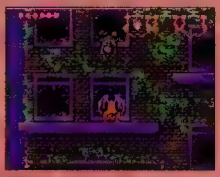
The sounds of this world aren't as rich, however. The

PROTIP: When you pass the cemetary's first wave of spiders, don't immediately jump onto this first moving platform. Instead, climb down the cliff to a hidden room with a potion.

sonorous music drones on repetitively, and all the beasts must've lost their voices in the damp weather. A few good sonic details, such as Red's flapping wings, don't compensate for what's missing.

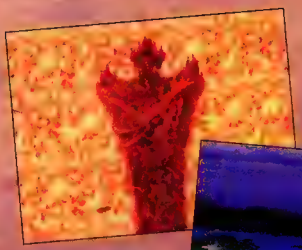
Go Crest Crazy

With so much to like, DC is a demon's delight. If there's a flaw in the game play, it's in the enemies' repetitious attack patterns. Most of the main

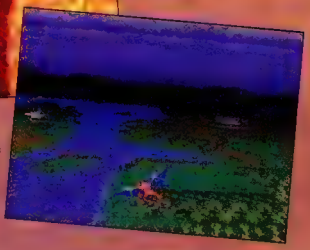


PROTIP: As you prowl through the ruined town, break windows with your head butt. You'll occasionally find helpful icons.

monsters use simple swoop-and-shoot attacks reminiscent of Super Ghouls 'N' Ghosts, and few obstacles are super challenging, but the varied graphics and strategic depth are so intriguing, you may not mind. Fans of Arthur's original adventure surely won't, and neither will fans of good action/adventure games. Demon's Crest rises to the top. G



Demonic demise



Once you beat the first stage, you can fly to other areas in the demonic kingdom.

The Red Demon

The Demon Dragon

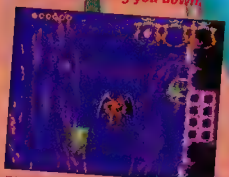
The Demon's Crest

Demonic battle

Flying into the demon's realm

PROTIP: You need altitude to cross the second graveyard. Clutching hands try to drag you down.

PROTIP: Beat Arma by dodging his shots and firing back. He swoops quickly, so be ready to fly over him.



PROTIP: As you climb, jump and fly up the cemetary's high cliff, look for this series of blocks in the wall. There's a hidden room to the right, but you need your Gargoyle powers to open it.

Gargoyle attack in the second graveyard to topple tombstones.

Remember to spend your Gold Pieces wisely in the spell shop; the Shock is expensive, but it wipes out all nearby ground attackers.

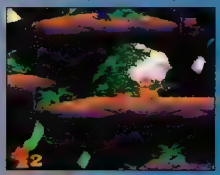
Disney's THE LION KING

By The Unknown Gamer

At first glance, The Lion King is a breathtaking game with stunning graphics and sounds that beautifully capture the mood of the animated Disney film. At first play, however, the game is fraught with repetitive, tedious game play that's too daunting for beginning players and too annoying for experienced ones.

Try To Be Prepared

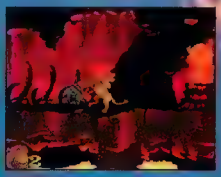
The game draws heavily from Disney's animated movie *The Lion King*. As Simba, players grow from carefree cub to ferocious adult lion. You must survive exile and recapture Simba's kingdom through



PROTIP: When you encounter the hedgehogs or porcupines in the Pridelands, roar at them to knock them over, then pounce on them.

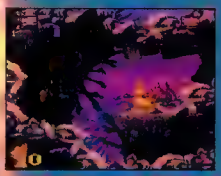
ten stages like the Pridelands, Simba's Exile, and Hakuna Matata. The predominantly platform-style play demands a lot of difficult and precise jumping and hopping. Puzzle elements add a twist to the action/adventure game play.

Simba's defensive tactics mature as he ages. As a cub, he roars, rolls, and pounces on predators like hyenas, hedgehogs, and lizards. Adult Simba



Adult Simba vs. hyenas

slashes, mauls, and even tosses enemies like cheetahs, hyenas, and, of course, Scar, in *Wild Kingdom*-esque fighting scenes. Mastering the fairly straightforward moves is not a problem, but the somewhat imprecise controls are. For example, when young Simba battles the hyenas, the success of the pounce attack is unpredictable – Simba can



PROTIP: Watch out for the [illegible]

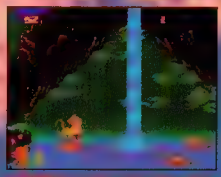
pounce in and get a hit, but the sluggish controls don't always enable you to leap away in time to avoid taking damage. Since Simba can take only a few hits before dying, this control imprecision will make you tear your mane out. Midway through the game, Simba switches from cub to grown lion, with a new repertoire of moves. Some gamers might find this abrupt shift frustrating, but it's an innovative and challenging idea.

© Disney

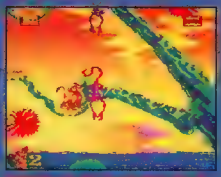
PROTIP: You must dodge both the wildebeests and rocks during the Wildebeest Stampede.

Spend Hours Or A Few?

So what's the problem? Most levels offer little more than the repetitive, tedious game play that drives gamers nuts and has nominal replay value. In the Can't Wait to Be King level, for instance, Simba leaps across some giraffes' heads, solves a monkey puzzle, rides an ostrich across a plain, climbs a stack of animals, and then solves another monkey puzzle. Once you've figured out these areas, they're exactly



[illegible] the volcanoes.



[illegible] the same when you replay them. Each time you progress a little farther in a level, then die, you must repeat the entire annoying sequence again and again from your last continue point – and it's just no fun after the second time.

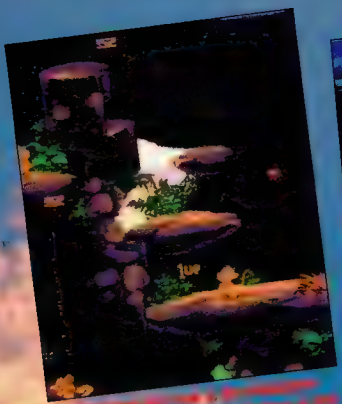
The game play also suffers from slightly uneven pacing.

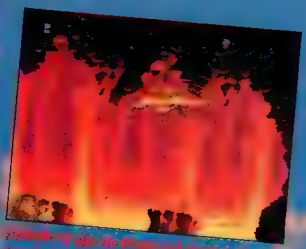
Super NES Game ProFile
The Lion King
(By Virgin/Disney)

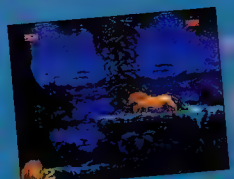
***Lion King* has some of the best graphics and sounds we've seen this year, but the game play'll make you snarl.**

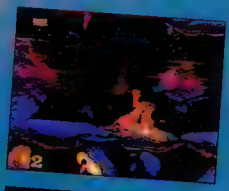
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	4.0	3.0	ADJ. (Adjustable)

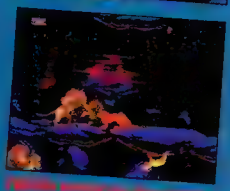
Price not available	1 player
24 megs	10 levels
Available Fall '94	Side view
Action/adventure	Multiscrolling











Parts of the game are so easy, they appear to have been designed for beginning players, while other parts will pose an intimidating challenge for advanced players. Although it's unfortunate for younger players, the end result is a game that's probably best suited for intermediate gamers.

There's much to like in this game in the way of movie-quality graphics, animations, and sounds. Disney's designers created more than 2000 animation cels just for the game, and the sprites move and fight extremely realistically. Simba's many animations and the gorgeous backgrounds evoke Disney's unmistakable creative flair. Disney added digitized voices and all the tunes from the movie to magnificently round out the game's ambiance. A chill will run down your spine when James Earl Jones (the voice of Mufasa) tells you that "everything the light touches is our kingdom."

Oh, boy, did we want to give this game a perfect score – but we just couldn't. Despite some of the best sounds and graphics we've seen this year and lots of challenge, Lion King's game play just isn't on a par in pace or consistency with past classics like Disney's Aladdin and Jungle Book games. Despite its drawbacks, though, the game is worth playing just for the visuals and sounds – and if you stick it out to recapture Pride Rock, you're really king of the jungle.

SIMBA'S GOT SOME GREAT MOVES

© Disney

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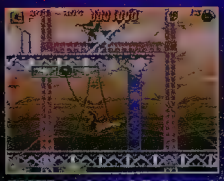
Indiana Jones' Greatest Adventures

By Scary Larry

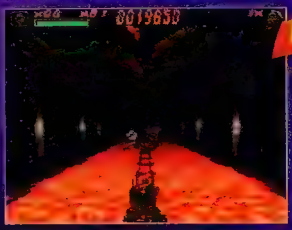
The man with the hat is back! This three-part Indiana Jones game is like a romp through the movies, though it was harder to get movie tickets than it is to beat this game.



PROTIP: Look carefully for posts you can swing from. They often lead to hidden areas.

Dr. Jones, I Presume?

The great thing about this game is that if you've seen all three movies, you'll recognize every scene. The first adventure takes place in the Mayan temple, progresses to the Lost City of Tanis, and finishes with the opening of the Ark on a remote Nazi island. *The Temple of Doom* and *Last Crusade* segments are equally familiar.



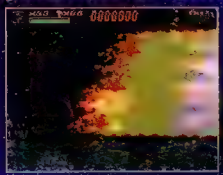
PROTIP: In the Mine Cart sequence, keep your finger pressed down on the trigger for a continuous round of bullets.

The enemies are also straight from the silver screen. You'll see the temple's natives, contemptible rats and spiders, and an even lower life form: all the Nazis you can handle.

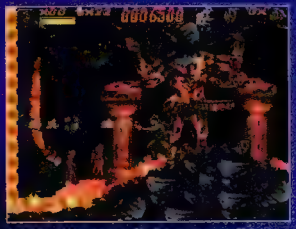
Indy being Indy, the only weapon he can carry is his whip, though he sports an occasional gun. Both weapons have unlimited use, but if you die, you must find them again.

Silver Screen

The inconsistent graphics include many fine Super Star Wars-type graphics, along with some pretty clean backgrounds. Crystal-clear digitized cinema scenes from the movie trilogy are spread throughout the game. Some graphics, however, could've been improved. The exciting Boulder Run from *Raiders of the Lost Ark* would've been better as a forward-scrolling segment, while *Temple of Doom*'s Mine Cart race is too static.



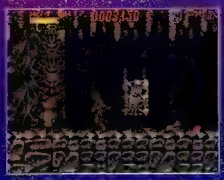
PROTIP: In the Last Crusade, you must listen, as well as look. You'll hear the rush of this fire before it appears, so find a safe place and duck down.



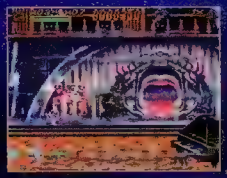
PROTIP: When you find a gun, use it but remember that the whip is sometimes more effective and has a greater range.

The sounds are excellent but not perfect. Although the music is great, it's the same throughout most of the game. A saving grace is the number of superb voice clips (Sean Connery's "I've lost him" is one example).

The simple controls include jumping, whipping, and punching. As in Jones's big-screen adventures, the action is basic brawling through the easy levels. And easy it is, with the game's smooth, accurate controls. Some stages won't break a sweat on the brow of learned platform gamers.



PROTIP: Step forward cautiously when you see this blank space in the first level, or spikes will shoot from the wall.



PROTIP: Don't waste any time in this Temple of Doom stage. Run to the right, and when the crosshairs target you, jump.

The Cat in the Hat

If you think the Indy movies are the among the best adventure films ever made, you'll have a great time with this game. Just like the films, though, you have to draw on the magic of movies a little when you play. Although it's not a heavy hitter like Earthworm Jim and the Super Star Wars series, Indiana Jones will take you away. But you'll be back real soon.

PROTIP: When you're rafting down the slopes, avoid trees while in the air by steering left or right.

Super NES Game Profile

Indiana Jones' Greatest Adventures

(By JVC)

The world's greatest adventurer now has a great adventure game. Although it's not as complex or intricate as other top side-scrollers this season, this title is a great ad for the films.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.5	4.0	INT. Intermediate

Price not available
16 megs
Available November
Action/adventure

1 player
28 levels
Side view
Multiscrolling

This Could Be A Vicious Cycle.

Bored with your video game? Get around to Blockbuster where there's always a massive amount of the hottest games to rent.

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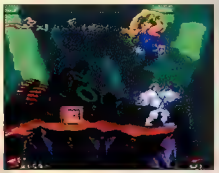
By Scary Larry

Earthworm Jim has been hyped as the best game of the year, which may be a premature assessment. But this game does walk the walk and talk the talk, so the hype works!

For Our Next Segment

The trouble begins when a character named Psy-Crow loses his shirt...literally. The super suit he wears falls into the possession of the lowest form of life around. No, not a talk-show host, but a worm named Jim who instantly becomes a superhero, complete with a rotary head and an alien-blasting gun. He needs all the help he can get because



PROTIP: Stand on the edge of the platform when this boss starts spewing fish. Then roll boxes onto the spring (using your whip) to knock him out of commission.

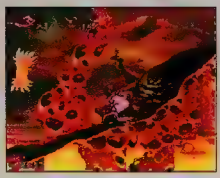
Psy-Crow-delic

The graphics in Earthworm Jim don't suffer from bottom-of-the-food-chain-itis. Shiny Entertainment (the programmers) packed as much action and animation into each character as the SNES would allow, taking advantage of the whole 256-color palette.

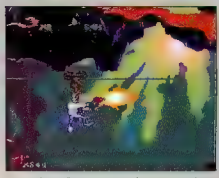
The sounds are a cross between Spike Jones and Spike Lee. Funky Earthworm hip hop is interlaced with screams, yells, gorilla grunts, and clear-as-crystal snaps of Jim's whip.

This Is Ground Control To Earthworm Jim

The super-sensitive controls, however, are not so heart-worm-ing. Some stages require a light touch, like the Bubble Sphere ride in Down the Tubes. Here you have a limited amount of time to find oxygen, and you can't touch the walls! In another stage, you can lose a life if you fail to whip your head in just the right place. On top of that, you get only one continue, though you can win more in bonus rounds.



PROTIP: Shoot pesky flying critters before you advance. They're [illegible].



PROTIP: If you attach to a pulley that doesn't move, try shooting. That'll move you.

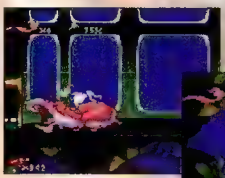
Getting Wormer

These control flaws are a minor inconvenience in an otherwise great game. Earthworm Jim is just what side-scroller fans are looking for. Parents: This cart is definitely a worm present for this holiday season. G

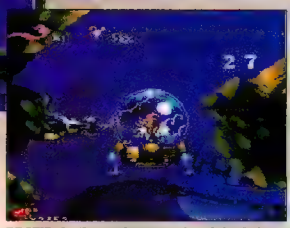
PROTIP: To finish off the boss in Heck, continually shoot at him before he wraps around Jim. Then avoid the twin trails of fire that shoot from both sides of the screen.

Psy-Crow finds out that Jim has the suit, and the chase is on.

The backgrounds in this game are some of the funniest around, including the hellish Heck (where accountants are the scariest enemies around and lounge music accompanies tortured screaming) and a Tube Level (where you end up trapped in the world's largest hamster cage). Legions of enemies fill the levels. Some are expected, like crows pecking at Jim's head, while others are as unpredictable as Snowmen in Hell.



PROTIP: To get past the Jim-bashing animals in the tube level, ride a hamster. Press Button A to make the hamster chew up any enemies.



PROTIP: In the underwater level, look for air-refilling machinery to get extra air. Make sure you don't crack your shell too much, or you'll implode.

Super NES Game Profile

Earthworm Jim

(By Playmates)

Earthworm Jim is ready to set the side-scrolling genre on it's ear...er, head! With great graphics, superb humor, and imaginative game play, this cart will really worm its way into your heart!

Graphics	Sound	Control	FunFactor	Challenge
5	4.5	5	4.5	ADJ. Adjustable

Price not available	1 player
24 megs	9 levels
Available November	Side view
Action/adventure	Multiscrolling

neglecting certain body parts?

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Super NES

SHAQ FU

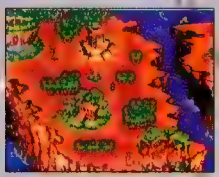
By Slo Mo

The Shaq Attack is after Street Fighter II, but EA made one of the biggest men in pro basketball one of the smallest sprites in a fighting game. It's done in the name of game speed, however, so Shaq is no fool.

Shaq Fu Fightin'

Shaq Fu transports the big guy into a weird fantasy land to set up one-on-one fighting. Fight in the CPU-controlled Story mode, and you save a royal child from Sett Ra, an evil mummy, and his five cohorts. Naturally, one or two players can skip the dramatics for the Duel mode's best-two-out-of-three matchups. Additionally, eight players can rumble in a tournament.

PROTIP: Shaq tosses the low Flaming Power Punch if you press Down and hit X.



Shaq attacks the Second World via this map screen.

PROTIP: Press Down, Toward, and A to pull a Shaq reverse Inferno Kick.

PROTIP: Don't skip the Game Over screens in Duel mode.

PROTIP: The Shield's weak against ground-hugging special attacks.

PROTIP: Shaq Fu fighters use quick somersault jumps that are ideal for psych moves.

Speed Demons

The Fu crew fires off high and low kicks and punches, fireballs, and at least three special moves each. You can pull basic Street Fighter-style combos, but two-in-ones are harder to find. Long-range specials, such as the Beast's Roar, are quite devastating.

But it takes more than knowing the moves to rule. You set game speed to either normal or fast...and normal makes Shaq Fu the fastest fighting game around! To keep Fu at bay, your reflexes must be lightning quick, especially against the invisible attacks of Sett Ra and the Beast.

PROTIP: To toss the Shaq-urikan, press Forward, Back, Forward and hit X or Y.

To help you stave off a speedy booty whippin', the controls are ultra sharp. For example, you block by simply pressing Away, but if you continue to press Away and hit an attack button, you pull a slick counterstrike. You also get a temporary Force Shield, and whenever you're in really bad shape, you acquire Fury power for one last desperate attack.

In Your Eyes

Delphine Software (of Flashback fame) programmed Shaq, and the flowing digitized graphics are championship caliber. However, you must balance the hundreds of excellent, high-speed martial arts animations against the obvious trade-off of sprite size.

The sounds have sizzle. The music breezes by, but the cool effects really stick it to you.

[illegible] Around

Shaq's not going to fu the Street Fighter faithful, but he leads them into a good fight. He's definitely got the stuff. G

Super NES Game ProFile

Shaq Fu

(by Electronic Arts)

One of the best-known hoops stars makes his video game debut as...a martial arts fighter! Shaq gets shrunk down to size, but his Shaq Fu stands tall.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	4.0	4.0	ADV. Advanced

$69.95	8 players
16 megs	6 levels
Available November	Side view
Fighting	Side scrolling

Fu's Foes

Sett Ra, the mummy

Mephis, the sorcerer

Rajah, the swordsman

Beast, the monster

Kaori, the cat-alien

Voodoo, the magician

In Story mode, Shaq must beat the vile mummy Sett Ra and his five cohorts.

so BIG, ONLY MADMEN, FANATICS AND 15 YEAR-OLDS WILL FINISH.

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MICKEY MANIA

THE TIMELESS ADVENTURES OF MICKEY MOUSE

By Manny LaMancha

Disney's Mickey Mouse films, shorts and features alike, evoke fond childhood memories. Tapping that gold mine, Sony Imagesoft's Mickey Mania is a nifty side-scrolling action/adventure based on seven Mickey classics, but it's not necessarily for everyone.

On a Rodent Trip

It's hard to believe that Mickey is a senior citizen, but he made his debut in the 1928 black-and-white feature *Steamboat Willy*.

Super NES Game ProFile

Mickey Mania: The Timeless Adventures of Mickey Mouse

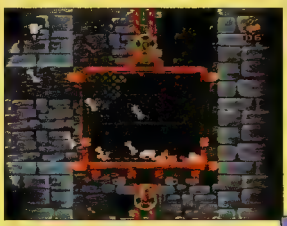
(By Sony Imagesoft)

Help Mickey through seven of his old films. The trip is nostalgic and wonderfully animated, as you'd expect, but it's not fit for all mice and men.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.5	5.0	3.5	ADJ. (Adjustable)

$59.95	1 player
16 megs	7 levels
Available November	Side view
Action/adventure	Multiscrolling

Dem Bones



PROTIP: The skeleton's bouncing bones hurt you. You can move between them if you're really careful, but it's better to backtrack and avoid them. On the elevator, you must jump, then duck.

***PROTIP:** Mickey pleads with you to get him through this one. Those things poking over the horizon aren't TV antennae.*

***PROTIP:** Don't miss the extra try. Grab the Mickey Ears on your way across the boxes.*

***PROTIP:** When [illegible] points, pay attention. There's a moose on the loose!*

***PROTIP:** Bet you never knew that Mickey was a chemist, eh? Mix the colored chemicals, then place the flask near the door over a flame. The heated mixture is a blast.*

***PROTIP:** Getting over these boxes unaided is a struggle. Get Pete to lay out his bouncy tummy.*

That's where Mickey Mania starts off, in monochrome splendor, followed by such films as *Mad Doctor* (1933) and *The Prince and the Pauper* (1990). Six flicks serve as game levels; the seventh is a bonus. M. Mouse purists will argue that prominent loops, such as "The Sorcerer's Apprentice" from *Fantasia*, are missing, but that game has already been done.

Not a Mickey Mouse Game

Controlling Mickey is extremely simple: one button for jumping and another for throwing acquired marbles. The controls respond like a charm as you discover solutions to various puzzles, which require moves such as swinging on ropes or pushing objects into jumping positions.

The audio is hot, with a wonderful musical soundtrack to keep you company. The sound effects are there in force, but digitized vocals are limited to Mickey's exclamations and a few other utterances.

The sharp graphics beautifully depict the rubbery Mickey going through his motions. Mouse fans will love the many visual antics, like the backward-scrolling chase between Mickey and a moose. Animations were ported over from the Mickey films, a slick move.

Mickey Mania is a lot of fun, but not necessarily for all Mouseketeers. Youngsters may be frustrated by the precise jumps Mickey must make, and even at the Easy skill level, his foes don't give him a break.

Build a Better Mousetrap

Mickey Mania looks great, provides a great Mickey-ography, and dishes out hefty challenges. Yet, what some gamers call challenging, others will call tedious. Rats... Mickey Mania is a little down in the mouse. G

Head Crushing, Bone Snapping, Spine Popping Fun.

Can the Great Oni act his way out of total slam from Mike Haggar's clothesline?

While Gunloc tries to execute some jungle fever, King Rasta gets him in range for a gut crush.

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It's El Stingray's atomic drop vs. Biff Slamkovich's furniture pummel.

Gunloc, The Great Oni, King Rasta, El Stingray, Alexander The Grater, Biff Slamkovich, Titanic Tim and Haggar have got to be the most insane muscle-bound maniacs in the history of wrestling. So, even if you execute moves like the super suplex and flying headbutt, you still might not get out of the ring in one piece. Getting totally pummeled has never been this much fun.

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Wild Guns

HOTSHOTS!

Clint 'n' Annie, the wildest guns in the West

By Captain Squideo

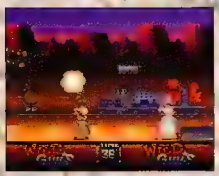
You like yer shootin' action fast, furious, and filled with big bad bosses? Then strap on yer six-guns, pardner, and saddle up for some of the season's wildest shootin' action. Wild Guns is a wild time at the A-OK Corral.

Wild Fun

At first glance, Wild Guns looks like a Sunset Riders clone: It's got behind-the-hero arcade-style shootin' in Wild West settings, Western heroes named Clint 'n' Annie, and more cowboy hats than a Willie Nelson concert. But Wild Guns introduces something new to the West – outer space! Those backgrounds are strange planets, the futuristic weapons have 21st-century firepower, and those ornery villains are robots. The Wild West never looked this way before, at least not in this galaxy!

The shootin' is dynamite. The backgrounds don't side-scroll like they did in Sunset Riders; here the heroes run from side to side, delivering a barrage of gunfire against aliens and mechanized weapons that roll into view.

The action intensifies in the fun two-player cooperative mode, where you and yer pal stand side-by-side and plug everything that twitches. Throughout the game, you easily pick up new weapons by shooting at them. Smooth controls make your targeting accurate (with a little practice), and extra abilities – including lasso tossin', dynamite throwin', high jumpin', and sideways slidin' – give you plenty of ways to survive.



PROTIP: Try shooting everything on-screen, even if it's not shooting at you. These crates on the handcar will blow up.

PROTIP: Aim at the turrets, and you'll take out this desert tank.

PROTIP: A combination of lassos and guns works on this level-two boss.

PROTIP: Blast at your own half of the screen in the two-player game, and you and your pardner will clear the backgrounds.

How the Galaxy Was Won

Solid graphics keep you comin' back for more. The third-person behind-the-shooter view intensifies the duels, while the sprites and backgrounds are both colorful and detailed. As in some other good shootin' games, you can plug virtually everything on-screen, such as bottles, picture frames, and chandeliers.

PROTIP: While shooting at this giant mechanical crab, watch out for the claws that suddenly slam down from above.

PROTIP: Don't be distracted by the guns of the Carson City boss – just keep nailin' his head, then prepare for a great explosion!

PROTIP: Bombs blow up everything in sight – they're powerful but in limited supply, so use 'em sparingly.

The sounds are good but not great. Fast music spurs things along, and the explosions resonate nicely; however, more voices would've made you feel right at home on the range.

Ride 'Em

If you've mastered similar shooters an' you've got an itchy trigger finger, don't go thinkin' you're immediately gonna be the fastest gun in Wild Guns' Wild West. Even on the Easy setting, this one's a decent challenge. But it's worth stayin' with – Wild Guns packs a fun wallop. G

Super NES Game ProFile

Wild Guns

(By Natsume)

There's plenty o' rootin' tootin' shootin' in this Western/sci-fi thumb-sprainer. Good graphics, big bosses, and fast action make this cart a hotshot.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	ADJ. (Adjustable)

Price not available	2 players
8 megs	6 levels
Available now	Third-person view
Shooter	Side scrolling

THE FIGHTER'S EDGE presents

GamePro ProStrategy Guide

ARCADE

The Hottest New Game of 1994! RAGE!

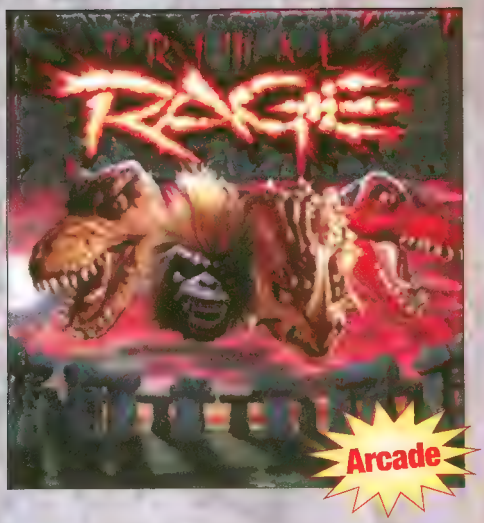
Gut-RAGE-ous Combo Contest
See the back page of this Strategy Guide.

SPECIAL ATTACKS

- Sauron's Stun Roar
- Blizzard's Punching Bag
- Talon's Frantic Fury
- Vertigo's Teleport
- Armadon's Spinning Death
- Diablo's Pulverizer
- Chaos's Flying Butt Slam

FATALITIES

- Sauron's Carnage Fatality
- Blizzard's Brain Bash Fatality
- Talon's Heart-Wrenching Fatality
- Vertigo's Petrify Fatality
- Armadon's Gut Fling Fatality
- Diablo's Incinerator Fatality
- Chaos's Cannonball Fatality



By The Obliterator
& Baron Von Riesenberger

(Special thanks to Derryl DePriest, Jason Leong, and Frank Kuan)

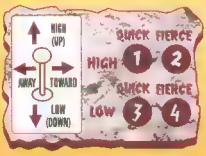
Rage On!

In this second part of The Definitive Sauropod Survival Guide, you'll find the rest of the Special Attacks, plus Finishing Moves and some truly out-RAGE-ous Combos.

Primal Combos Legend

Beginner Combo | Intermediate Combo | Advanced Combo | Out-RAGE-eous Combo

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
(Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2
Low Power Attack: Simultaneously press Buttons 3 and 4
Away: Push joystick away from your opponent
Toward: Push joystick toward your opponent
High/Up: Push joystick up
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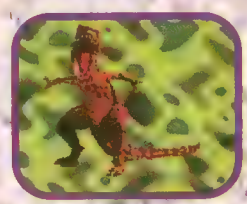
( ) = Simultaneously press buttons in parentheses

SAURON



Despite Sauron's size, he's considered a finesse character. His Attacks are devastating and his Combos even more so. His only disadvantage is his size: Opponents have a huge target for Combos.

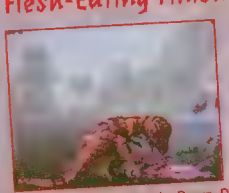
Domain: The Cove

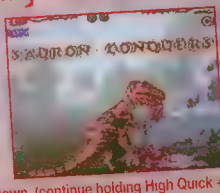
Finishing Moves

Carnage Finishing Move

(High Quick + High Fierce + Low Quick + Low Fierce), Away, Toward, Away, Toward, Away

Flesh-Eating Finishing Move

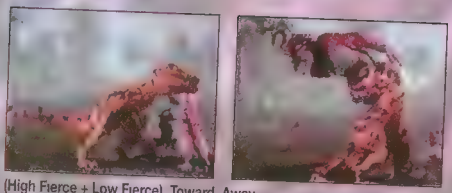




(High Quick + Low Quick), Down, Down, (continue holding High Quick + Low Quick, then add High Fierce + Low Fierce), Up, Up

SPECIAL ATTACKS

Neck Throw



(High Fierce + Low Fierce), Toward, Away
Note: You must be in close to execute this move.

Air Throw

(High Fierce + Low Fierce)
Note: Perform this move when both players are in the air.

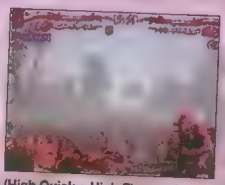
Earthquake Stomp

(High Quick + High Fierce + Low Fierce), Up, Down

Leaping Bone Bash

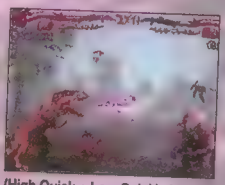
(High Fierce + Low Quick), Down, Up, Down

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Down, Down, Up

Stun Roar



(High Quick + Low Quick), Away, Toward

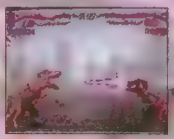
PRIMAL COMBOS

Sauron's Projectile Strategy

If an opponent launches a projectile weapon at you...

...do the Primal Scream and the projectile passes right through you.

Sauron's Two-Hit Stunner Combo

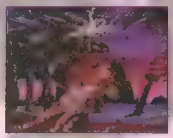


Blast your opponent with a Stun Roar.

Then pulverize him with a Cranium Crusher.

Sauron's Option Two-Hit Combo

Start this Combo with an Earthquake Stomp, but do it when your opponent is at least one jump away.



Follow up with a Cranium Crusher...

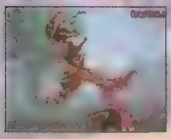
...or do the Primal Scream for more dizzy damage.

Sauron's Two-Hit Combo

Come in close and hit your opponent with a High Fierce.

Finish with a Crouching Low Power.

Sauron's Touch-of-Death Combo



Come in with a Jumping Low Fierce.

Next, do a Jumping Low Power.

Follow up with a Crouching High Fierce...

...and a Crouching Low Power.

Finish it all off with a Cranium Crusher.

BLIZZARD

Blizzard's Freeze moves and other Special Attacks make him a favorite. His Basic Attacks are very powerful and a dizzied victim often guarantees a victory.

Domain: The Cliff

Primal Primer

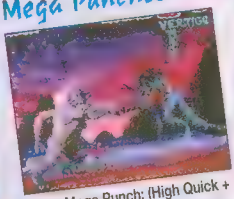
You can Block only when you're hit with an attack. To Block, pull the joystick Away or Down-Away. It's better to crouch to Block an incoming projectile since simply hitting Away on the joystick will cause you to walk backwards.

SPECIAL ATTACKS

Eat Humans

(High Quick + High Fierce + Low Quick + Low Fierce), Away, Up, Toward, Down

Mega Punches



Quick Mega Punch: (High Quick + High Fierce + Low Quick + Low Fierce), Away, Toward

Short Mega Punch: (High Quick + Low Quick), Away, Toward

Fake Mega Punch: (High Quick + Low Quick), Down, Up

Cold Breath

(High Quick + High Fierce + Low Fierce), Away, Toward

Air Throw

(High Fierce + Low Quick)
Note: Perform this move when both players are close in the air.

Throw

(High Fierce + Low Quick), Toward, Down, Away, Up
Note: You must be in close to execute this move.

The Controls

Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
(Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

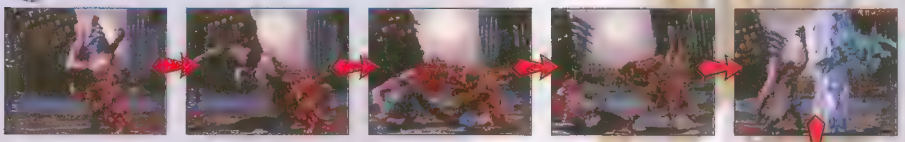
High Power Attack: Simultaneously press Buttons 1 and 2
Low Power Attack: Simultaneously press Buttons 3 and 4
Away: Push joystick away from your opponent
Toward: Push joystick toward your opponent
High/Up: Push joystick up
Low/Down: Push joystick down
( ) = Simultaneously press buttons in parentheses

Punching Bag

(High Quick + Low Fierce), Toward, Down, Away, Up
Note: Get in close to execute this move. Tap High Quick to jab, High Fierce to hit medium height/distance, Low Quick to hit short height/distance, and Low Fierce to hit maximum height and minimum distance.

PRIMAL COMBOS

Blizzard's Humiliation Combo



Begin with a Jumping Low Fierce.

Follow up with a Jumping Low Power.

Come in with a Crouching Low Fierce...

...and a Crouching Low Power.

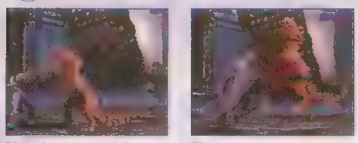
Then freeze 'em with an Ice Geyser and take a step forward.

Do the Punching Bag and tap High Quick until your opponent almost shakes out of the dizzy, then hit Low Fierce to launch your attacker.

Hit 'em once more with a Jumping High Fierce.

Finally, finish it with an Air Throw.

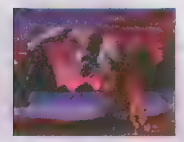
Blizzard's Two-Hit Combo



Move in close and do a Standing High Fierce.

Then blast your opponent with a Quick Mega Punch.

Blizzard's "Dino Bounce" Combo



Begin with a Jumping Low Power.

While in close, attack with a High Fierce.

Finish it off with a Throw.

Blizzard's Anti-Air, Air-Throw Combo

Do a Standing Low Fierce as your opponent jumps in.

Then freeze 'em with an Ice Geyser.

Next, snatch 'em out of the sky and slam 'em with an Air Throw.

Finishing Moves

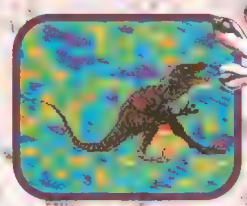
To-Da-Moon Finishing Move

(High Quick + High Fierce + Low Quick + Low Fierce), Down, Down, Down, Down, Up

Brain-Bash Finishing Move

(High Quick + High Fierce + Low Fierce), Down, Down, Away, Up, Toward

Talon



Talon is the fastest player in Primal Rage. His low attacks (using his foot talon) do slightly more damage than the same high attacks. Talon's small size makes up for his lack of a projectile attack. Most projectiles pass over him when he stands still, and most high attacks miss him if he crouches.

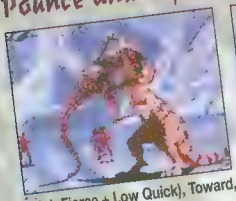
Domain: The Strip

SPECIAL ATTACKS

The Slasher

(High Quick + Low Quick + Low Fierce), Down, Toward

Pounce and Flip



(High Fierce + Low Quick), Toward, Down, Down-Toward

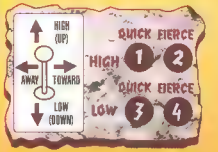
Run Forward/ Back

(High Quick + Low Quick), Toward to run Forward, Away to run back

Frantic Fury

(High Quick + Low Fierce), Down, Toward
Note: Continue to hold buttons until Talon stops the Fury.

The Controls



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Eat Humans

(High Quick + High Fierce + Low Quick + Low Fierce), Toward, Down, Away

Jugular Bite

(High Fierce + Low Fierce), Away, Toward
Note: Used in Combos only.

Finishing Moves

Heart-Wrenching Finishing Move

High Quick + Low Quick + Low Fierce), Toward, Down, Away, Up, Down

Shredding Finishing Move

(High Quick + Low Fierce), Toward, Down, Away, Up, Toward

Primal Primer

If your character gets spanked something fierce, he goes into a Berserk mode. The Berserk mode happens only in two-player games and increases the damage you inflict by approximately 15%. The Berserk mode lasts only 15 seconds, then your attack damage returns to normal.

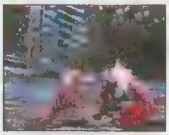
PRIMAL COMBOS

Talon's Two-Hit Combo

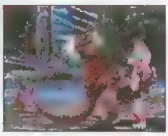
Move in close and do a Low Quick.

Follow up with a Standing Low Power.

Talon's Slide-and-Ride Combo

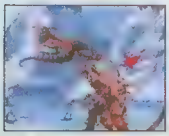


Take 'em down with a Crouching Low Fierce.

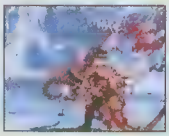


Then tear into 'em with a Face Ripper.

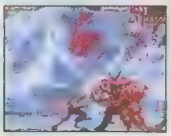
Talon's "Impossible" Combo



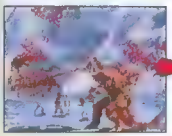
First, dive in with a Jumping Low Fierce.



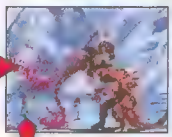
Then hit 'em with a Jumping High Power.

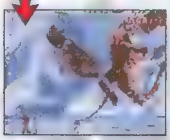


Come in close and do a High Fierce...



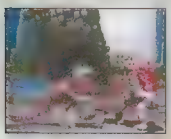
...then a Standing Low Power.

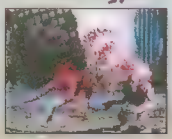




Finish 'em off with a Pounce and Flip.

Talon's Take-a-Bite-Outta-Crime Combo Strategy

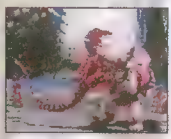




If you get a successful hit on your opponent, always attempt the Jugular Bite. The Jugular Bite works only if your victim is in a hit reaction.

Talon's Face-Ripper Strategy

Use the Frantic Fury attack to get in close to your opponent.



If they block it, go right into a Face Ripper.

VERTIGO

Vertigo's long-range attacks and slow movements make it seem like she's a defensive character, but experts will exploit her lightning-fast Special Attacks and dizzying capabilities. Vertigo can also avoid projectile attacks by simply crouching.

Domain: The Tomb

Finishing Moves

Petrify Finishing Move

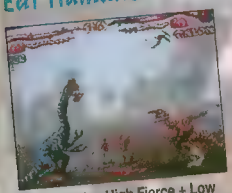
(High Fierce + Low Fierce), Away, Away, Away, (continue holding High Fierce + Low Fierce, then add High Quick + Low Quick), Toward, Toward

Shrink-and-Eat Finishing Move

(High Fierce + Low Fierce), Away, Away, Away, (continue holding High Fierce + Low Fierce, then add High Quick + Low Quick), Down, Up

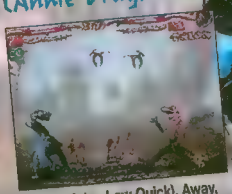
SPECIAL ATTACKS

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Down, Toward, Up

Come Slither (Ankle Drag)

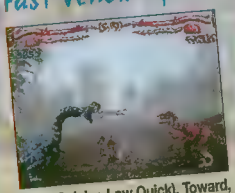


(High Quick + Low Quick), Away, Away

Teleport

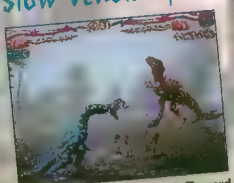
(High Fierce + Low Fierce), Down, Down

Fast Venom Spit



(High Quick + Low Quick), Toward, Toward

Slow Venom Spit



(High Fierce + Low Fierce), Toward, Toward

The Controls

Upper Button Bank: Buttons 1 and 2

Lower Button Bank: Buttons 3 and 4

(Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

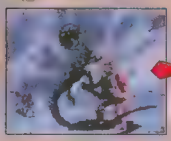
Toward: Push joystick toward your opponent

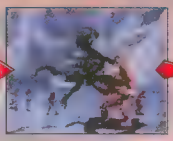
High/Up: Push joystick up

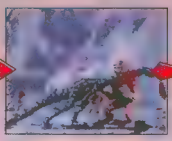
Low/Down: Push joystick down

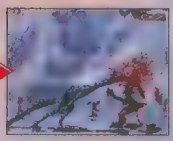
( ) = Simultaneously press buttons in parentheses

Vertigo's Touch-of-Death Combo

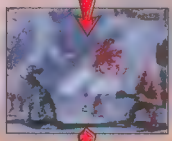
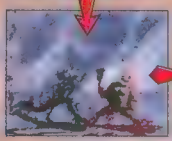

Come in with a deep Jumping Low Fierce...

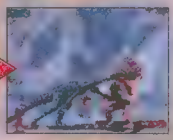

...then a Jumping Low Power.

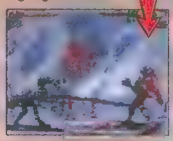

Now, come in close and do a High Fierce...


...and a Standing High Power.

PRIMAL COMBOS



Grab your opponent with the Come Slither Special Attack...


...and nail 'em with a Standing High Power.


Finish off this monstrosity with Vertigo's Scorpion Sting.

Vertigo's "Get Up" Strategy

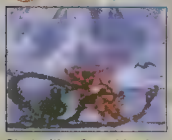
Most opponents are caught off guard if you do a Voodoo Spell as they get up and you can then attack as you please.

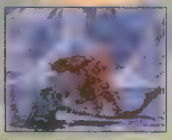
Vertigo's Two-Hit Combo

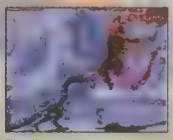
Come in with a Standing High Fierce.

Then nail 'em with a Crouching Low Power.

Vertigo's "Dizzy" Combo


Start with a Crouching Low Fierce.

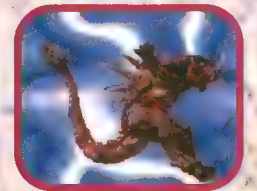

Next, nail 'em with a Crouching Low Power.


Finally, get 'em with a Venom Spit (either speed).

Primal Primer

Contrary to popular belief, size is important in Primal Rage. Characters such as Talon and Vertigo can crouch out of harm's way, while Blizzard and Sauron are wide open for attacks because of their size. Try to match your character with that of your opponent's, so his size will work to your advantage.

ARMADON



Armadon ranks behind Sauron and Blizzard in Basic Attack damage and does slightly less dizzy damage than the other combatants. His Special Attacks, however, are the most deadly.

Domain: The Cave

Finishing Moves

Gut-Fling Finishing Move

(High Quick + High Fierce + Low Quick), Down, Down, Down, Down, Up

Meditation Finishing Move

(High Quick + High Fierce + Low Quick + Low Fierce), Toward, Down, Away, Toward, Toward

SPECIAL ATTACKS

Iron Maiden

(High Fierce + Low Quick), Away, Up, Toward

Spinning Death

(High Quick + Low Fierce), Away, Toward, Down

Flying Spikes

(High Fierce + Low Fierce), Away, Up

Eat Humans

(High Quick + High Fierce + Low Quick + Low Fierce), Up, Toward, Down

The Gut Gouger

(High Quick + High Fierce + Low Quick), Toward, Away

Rushing Uppercut

(High Quick + Low Quick), Away, Down, Toward

The Controls

Upper Button Bank: Buttons 1 and 2

Lower Button Bank: Buttons 3 and 4 (Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

( ) = Simultaneously press buttons in parentheses

PRIMAL COMBOS

Armadon's Elegant Combo

Come in with a Crouching Low Fierce.

Then do a Crouching Low Power.

Finish with Armadon's Spinning Death.

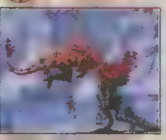
Armadon's Freight-Train Combo

Begin with a Crouching High Fierce.

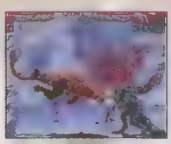
Next, tag 'em with a Crouching High Power.

Finally, knock 'em into the dirt with a Rushing Uppercut.

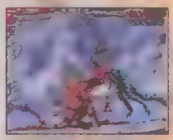
Armadon's Evil-Throw Combo



First, fly in with a Jumping High Fierce...

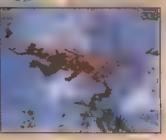


...and a Jumping High Power.

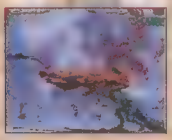


End with a wicked Gut Gouger.

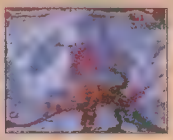
Armadon's Touch-of-Death Combo



Start this combo with a Jumping High Fierce...



...and a Jumping High Power.

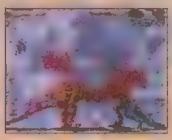


Then come in close and do a High Fierce.

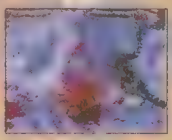
Armadon's Jumping Two-Hit Combo

Pound em with a Jumping High Fierce.

Follow it with a Jumping High Power.



Next, hit 'em with a close High Power.



Finally, seal your opponent's fate with a Spinning Death.

Primal Primer

Tiger Jump: All characters can execute a Tiger Jump in two-player mode by pushing Toward, Down-Toward, Up-Toward on the joystick. It's a move similar to the hop-kick in Mortal Kombat, but it's a lot quicker.

Finishing Moves

DIABLO

Diablo's quickness and Inferno Flash are the only things that can save him from losing an in-close fight. Capitalize on his two-hit air-combo capability.

Domain: The Inferno

Incinerator Finishing Move

(High Quick + High Fierce + Low Quick + Low Fierce), Up-Away, Down, Down-Toward

Fireball Finishing Move

(High Fierce + Low Quick + Low Fierce), Toward, Toward, Toward, Toward, Toward

SPECIAL ATTACKS

Fast Fireball

(High Quick + Low Quick), Down, Toward

Slow Fireball

(High Fierce + Low Fierce), Down, Toward

The Pulverizer

(High Quick + Low Fierce), Up, Toward, Down

Mega Lunge

(High Quick + Low Fierce), Down, Up

The Controls

High Power Attack: Simultaneously press Buttons 1 and 2

Low Power Attack: Simultaneously press Buttons 3 and 4

Away: Push joystick away from your opponent

Toward: Push joystick toward your opponent

High/Up: Push joystick up

Low/Down: Push joystick down

( ) = Simultaneously press buttons in parentheses

Upper Button Bank: Buttons 1 and 2

Lower Button Bank: Buttons 3 and 4

(Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

Inferno Flash

(High Fierce + Low Quick + Low Fierce), Up

Eat Humans

(High Quick + High Fierce + Low Quick + Low Fierce), Down, Up, Down

PRIMAL COMBOS

Diablo's Fireball Strategy

Throw a Slow Fireball from across the screen (maximum distance). If your opponent does a regular jump over the Fireball...

...pull Diablo's Hot Foot Special Attack.

Primal Primer

The "No Cheese" icon appears when a player attempts to string "cheesy" moves together. Cheesy moves are those moves or combinations of moves that can cause a fatal trap for the victim, such as Mortal Kombat's Kitana Fan Lift-Jump, Kick-Air Fan, Throw-Fan Lift corner trap.

Diablo's "Projectile" Strategy

When an opponent launches projectiles at you, do Diablo's Mega Lunge, which causes Diablo to duck low enough to avoid any projectile attack.

Diablo's Antiprojectile Combo

If your opponent throws a projectile from across the screen and then superjumps toward you...

...execute a Torch. The projectile passes by you, and the Torch singes your opponent.

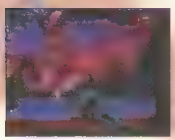
Diablo Three-Hit Combo

Fly in with a Jumping Low Fierce.

Then get 'em with a Jumping Low Power.

Finish with an Inferno Flash.

Diablo's Touch-of-Death Combo



Fly in with a Jumping Low Fierce...

...followed by a Jumping Low Power.

Next, come in with an in-close High Fierce.

Follow up with a Standing High Power.

Finish it all off with a Hot Foot.

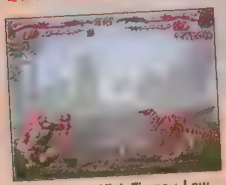
Chaos

Chaos has speed and vile appeal that can devastate the novice player. Chaos's lightning-fast Combos are for experts only.

Domain: The Ruins

SPECIAL ATTACKS

Eat Humans



(High Quick + High Fierce + Low Quick + Low Fierce), Toward, Down, Away, Up

Fart of Fury

(High Fierce + Low Quick), Down, Toward, Up, Away

Fast Power Puke

(High Quick + Low Fierce), Up, Toward

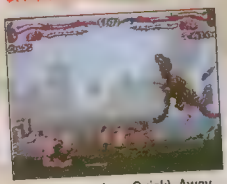
Slow Power Puke

(High Fierce + Low Quick), Up, Toward

Flying Butt Slam

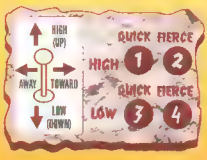
(High Fierce + Low Fierce), Down, Toward, Up, Down-Toward

Ground Shaker



(High Fierce + Low Quick), Away, Up-Away, Down-Away

The Controls



Upper Button Bank: Buttons 1 and 2
Lower Button Bank: Buttons 3 and 4
(Example: If a move calls for a High Fierce and a Low Quick, push Button 2 for the High Fierce and Button 3 for the Low Quick.)

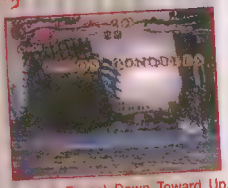
High Power Attack: Simultaneously press Buttons 1 and 2
Low Power Attack: Simultaneously press Buttons 3 and 4
Away: Push joystick away from your opponent
Toward: Push joystick toward your opponent
High/Up: Push joystick up
Low/Down: Push joystick down
( ) = Simultaneously press buttons in parentheses

Finishing Moves

Number-One Finishing Move

(High Quick + Low Quick), Down, continue holding High Quick + Low Quick, then add High Fierce + Low Fierce), Away, Toward, Away, Toward

Cannonball Finishing Move



(High Quick + High Fierce + Low Quick + Low Fierce), Down, Toward, Up, Down-Toward

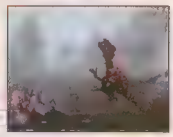
Note: This Finishing Move can be done only at the Cove, the Strip, and the Ruins.

PRIMAL COMBOS

Chaos's Three-Hit Combo

Begin with a Standing Low Quick.

Then do a Crouching Low Quick.



Follow with a Crouching Low Power.

Chaos's Evil Take Strategy

Do the Battering Ram from across the screen so that it misses. Your opponent may think you're gonna hit 'em and try to block.

When you complete the missed Battering Ram, execute the Grab and Throw.

Chaos's Evil Get-Up Strategy

Mix up the following attacks when your opponent is getting up: Grab-and-Throw (must be done when victim is jumping away or counter-attacking)...

Standing Low Power (victim must High Block)...

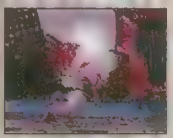
...and Crouching Low Power (victim must Low Block).

Chaos's Long-Range 33-Percent Combo

Start with a Slow Power Puke from a full screen away.

Then do a Battering Ram to get in close to your opponent.

Next, do a Standing High Power.



Finish with a Battering Ram.

Chaos's Explosive Special Combo

Fly in with a Jumping Low Power.

Then come in with an in-close High Fierce.

Next, do a Standing High Power...

...and a Battering Ram.

Finish it all off with a Crouching High Fierce.

Out-RAGE-ous Combo Contest

One of Primal Rage's most awesome attributes is its seemingly unlimited combo system that can reach upwards of 15 hits. The question is: What combos can you come up with?

"The Fighter's Edge" and Time Warner Interactive/Atari Games, the creators of Primal Rage, are sponsoring the Out-RAGE-ous Combo Contest. The rules are simple: The player who comes up with the most unique combo wins. Consideration will be given to the total number of hits and the amount of damage inflicted, but uniqueness is what counts. *GamePro* editors and members of Time Warner Interactive's Primal Rage development team will select a winner and runner-up for each of the seven Primal Rage characters. A Grand Prize winner will be selected from the seven winners. The remaining winners will be awarded First Prizes and the runners-up will each receive Runner-Up awards.

Contest Rules and Regulations

1. [illegible] moves needed [illegible] and the number of [illegible] or photograph [illegible] images.
2. [illegible]
3. [illegible] photos optional.
4. [illegible]
5. [illegible]

Guidelines:

6. [illegible]
7. Be sure to specify T-shirt size and [illegible] version of Primal Rage, should your entry be selected.

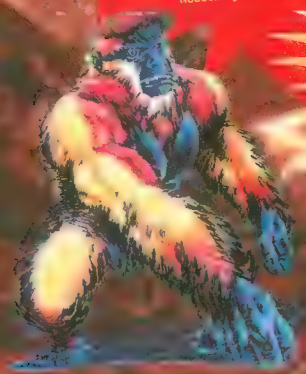
Mail your entries to:

GamePro Magazine
Out-RAGE-ous Combo Contest
P.O. Box 5828
San Mateo, CA 94402

[illegible] Contest. The Editor in the Chief, and staff of GamePro, [illegible] Time Warner Interactive, and all [illegible] [illegible] [illegible] [illegible] [illegible] [illegible] GamePro if deemed necessary.

PRIZES

Grand Prize: Primal Rage for the SNES or Genesis when available (Summer 1995)
First Prize: A 128-page Primal Rage Strategy Guide and Primal Rage T-shirt.
Runners-Up: Primal Rage T-shirt.



UNCHARTED WATERS NEW HORIZONS

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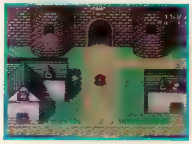
Get ready for the adventure of a lifetime. And remember, if you should get shipwrecked, its always the skippers fault!

- Play one of six ambitious young heroes, each with their own scenario
- Seek out more than 180 treasures, including rare animals and exotic monuments
- Organize a powerful fleet with up to 25 different types of historical ships
- While in port, explore the guild, bank, fortune-teller and Round Earth Society
- When in battle, challenge your opponent to a duel aboard ship
- One player with battery back-up to save games



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Sega Genesis box pictured above not yet rated.

SUPER NINTENDO ENTERTAINMENT SYSTEM

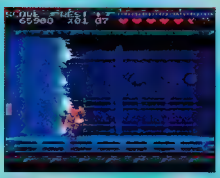
GENESIS™

Super NES

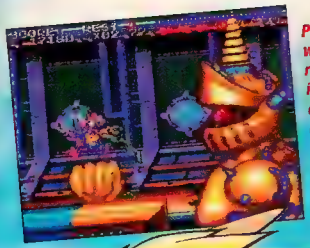
By Leonardo da Video

SPARKSTER

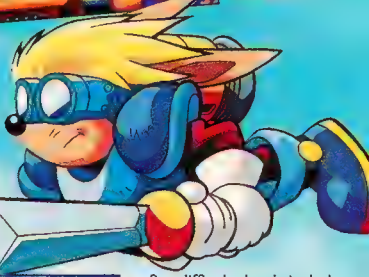
Sparkster, the Rocket Knight opossum, is back in a SNES sequel to last year's excellent Rocket Knight Adventures for the Genesis. This cart holds its own with fun game play supported by fine graphics and sound. Unless you burned out on the original, you won't regret putting in some time with Sparkster.



PROTIP: Constantly power up your rocketpack as you blast through these flooding corridors. Otherwise, you'll learn the hard way that this opossum can't swim.



PROTIP: Power up while you're on the railing, then rocket into the eye of this overgrown trash compactor. Watch out for his arms – they pick up new weapons every few seconds.



A Spark But No Fire

To the Rocket Knight veteran, Sparkster offers something old and something new. Sparkster must rescue the kidnapped Princess Flora from a new enemy – the Wolf Army – and there's a World Domination plot twist. But in game play and look, Sparkster is just like Rocket Knight Adventures, which was one of the most visually impressive 16-bit games around when it came out.

PROTIP: Climb in search of items but beware of enemies attacking from above.

Accordingly, the graphics and sounds in Sparkster are strong. The humorously illustrated characters have a sharp, cartoony look, and the big bosses move quickly. Still, slowdown and flicker sometimes mar the game's performance. Moody music recalls the film *Aliens* and ups the game's intensity. The predictable action/adventure-style sound effects include standard explosions and shots.

Unfortunately, Sparkster's similarities to the original Rocket Knight aren't all for the better. Sparkster's control, for instance, hasn't improved. The unwieldy rocket pack is still good for only brief spurts of speed. Sparkster has a useful new somersault move, but it's dizzying when overused, and there aren't enough power-ups or special weapons, which would've improved the FunFactor.

PROTIP: To take out these shield carriers, use your Rocket Attack to fly right through them.

Multiple Flight Paths

To Sparkster's credit, the cart has lots of game-play perks: multiple routes, hidden rooms and terrain that varies with the difficulty level. There's lots to explore, and you'll discover many ways to conquer the stages. What's more, the five difficulty levels include two secret Hard modes. The Easy level is a condensed version of the game; Hard mode contains a whole new level. These options ensure that the challenge lasts, no matter what your skill level is.

PROTIP: In Stage 3, ditch the first mechanical bird, then take the high road left to get a bonus.

PROTIP: Teach this Stage 6 mid-level boss a new step or two with your Rocket Thrust.

Opossums in space! Stage 7 has the only shooter level in the game.

The Tail End

Sparkster isn't as fresh as the original Rocket Knight. The play control should've been improved, and new weapons would've been nice. Still, Rocket Knight rookies will do well with Sparkster. G

Super NES Game Profile

Sparkster

(By Konami)

With commendable graphics and sound, plus a lot of the gee-whiz special effects from the original Genesis version, this is one 'possum that doesn't play dead.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	4.0	ADJ. Adjustable

Price not available
8 megs
Available November
Action/adventure
1 player

9 stages
Side view
Multiscrolling
Passwords

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Ghosts And Demons

GHOUL PATROL

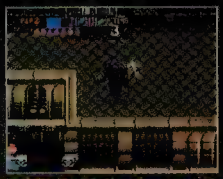
By Bro' Buzz

If it sounds like Zombies, looks like Zombies, and plays like Zombies, it must be Zombies! JVC, however, lays no claim to the Zombies Ate My Neighbors mantel, even though Ghoul Patrol is ZAMN 2. Gear up, Zombies fans, for another ghost-bustin' good time.

A ZAMN Good Time

Like ZAMN, Ghoul Patrol plops you into the middle of a horrific but fun ¾-overhead-view creepfest. One or two players play as returning kid heroes Zeke and Julie and take aim for outrageous 360-degree shoot-em-up action. This time you face hordes of ghouls and ghosts to save the world from a cruel demon.

Zeke and Julie are back!



PROTIP: Red Potion turns you into an invincible, scythe-swinging specter. Use him to explore but remember you can't use Keys, open doors, or rescue Victims.

PROTIP: Little birdies are worth 50 points.

Super NES Game ProFile
Ghoul Patrol
(By JVC)

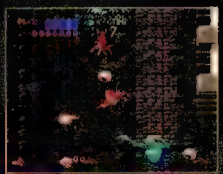
Good ghouls, good graphics, good fun! Ghoul Patrol is the closest you can get to the acclaimed Zombies Ate My Neighbors, and it's a worthy successor.

Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.5	INT. Intermediate

$54.99	5 levels
16 megs	¾-overhead view
Available November	Multiscrolling
Shooter	Passwords
2 players	

Scare Tactics

The rambunctious fight crosses five multistage levels that span time (the Ming Dynasty and Medieval World) and cross dimensions (the Demon World). In each stage of every level, you must rescue ten trapped victims. Tough boss monsters of the humongous kind await you, but first you must wade through a horrible host, which includes skeleton warriors, flying imps, the walking undead, and, ughhh, more.

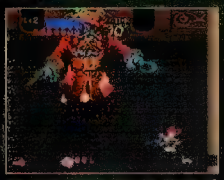


PROTIP: The Slide (press X) is a slick way to duck past ghouls.

For your protection, you find cool ghost-busting tools like the Homing Plasma Gun and the Lobbing Smash Gun. Ammo for each is limited, so keep your eyes peeled for power-ups and Potions, which restore life and fire up invincibility.

PROTIP: The Homing Plasma Gun is the best spook splatterer.

PROTIP: Open drawers. If you find banshees, remember they're always in the same drawer.

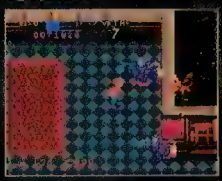


Big boss ghosts like the Pirate of the Caribbean mean big trouble.

Crisp controls generally keep the spirits at bay. You can weave a nifty broken-field run through the bad thingies and pull a slick slide, too. However, simple on-screen weapon and Potion indicators make it tough to cycle through your gear and even tougher to remember what's in your possession.

Don't Close Your Eyes

The graphics are a blast. As in Zombies, LucasArts did the programming, and they didn't spare the pixels. The cartoony creatures are at once funny and menacing (see sidebar). Details are awesome, right down to the veins in the flying eyeballs.



PROTIP: The little demon with the pitchfork stabs through walls.

The sounds are a symphony of silliness. Lighthearted effects steal the audio show, especially the bouncy boings for jumps and the terrified screams of victims.

Ghouls Just Wanna Have Fun

Take on those nasty things that go bump in the night and have a good time to boot. Lucky for you, you'll run into Zombies while you're on Ghoul Patrol.

(Average Bear)

(Yogi™ Bear)

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By Scary Larry

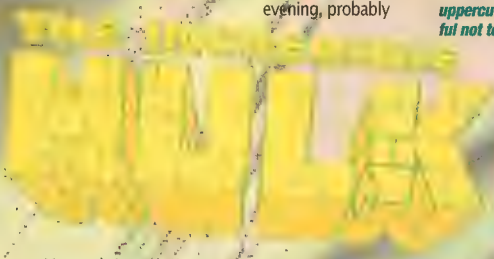
The Hulk smashes through this side-scroller with more anger than a Republican convention in Berkeley. Does the Hulk measure up to other super side-scrollers? Almost.

Follow the Leader

It seems the Hulkster has rubbed Leader the wrong way. The butt-headed Leader has built a Fortress deep within the Earth and hopes to rule the world.

Like most fanatics, Leader's all brains and no brawn. So the Hulk steps in with his brute strength and singular purpose: Stop Leader. Leader responds by sending in a lot of Hulk's rivals, including Rhino, Absorbing Man, Tyrannus, and Abomination, who show up as bosses.

The Hulk morphs into several variations. At full power he's Hulk-Out, a mighty and destructive force that moves faster, jumps higher, and punches harder than a cruise missile. If his Gamma level dips, you become a slightly weaker Super Hulk. Dip lower, and you're an average, everyday Hulk. If your Gamma reaches below five percent, you're nebbishy Bruce Banner, as powerful as a sick puppy.



Your only weapon is your strength, and with it you can blast through walls, knock out enemies, and trigger switches. As Banner, you're armed with a two-shot gun.

All Hulk Breaks Loose

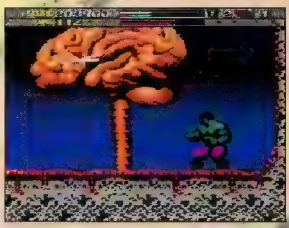
The Hulk is graphically gorgeous. The sprites are big but not screen-blasting, and the backgrounds look great. Some levels are repetitive, but what's there is good.

The sounds are hip hop, Hulk style. The beat is infectious but not overwhelming, and standard sound effects pepper the game.

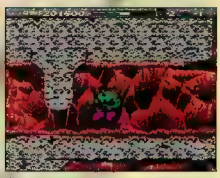
The controls are simple: punch and uppercut. Although there are other moves, these two are all you need. Despite some tricky jumping and landing sequences, you can play this game without the manual.

The Hulk Sulks

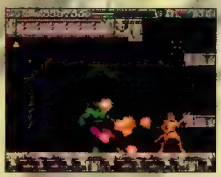
For such a heavy-hitting hero, the Hulk is surprisingly tame. Most gamers could play through in one evening, probably between dinner and dessert. The Hulk hits but never hurts the thumbs. He probably won't leave other side-scrolling heroes (like Superman and Maximum Carnage) green with envy. G



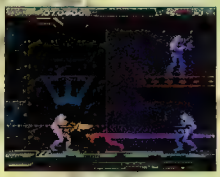
PROTIP: The Brain has a weak spot. Try uppercutting it from behind, but be careful not to get trapped when it descends.



PROTIP: Watch out for this obvious game bug! Don't enter this crevice unless you have at least two Transformation capsules. If you get hit and transform back to the Hulk, you can't get out!



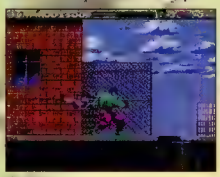
PROTIP: These fire-spitting Romans are hard to avoid. Punch them until they sing for the Senate.



PROTIP: In the last level, it's sometimes advantageous to be Bruce Banner. As Bruce, you can crouch and crawl, impervious to enemy fire.

PROTIP: Take out ceiling laser guns by standing under them, jumping up, then punching them.

PROTIP: Absorbing Man will morph four times. Simply hit him before he gets his ball-and-chain swinging, then jump away. Repeat until he's dust.



PROTIP: The easiest way to progress is to throw your enemies behind you and walk forward. They won't charge you from behind.

Super NES Game ProFile

The Incredible Hulk

(By U.S. Gold)

The Hulk roars on the SNES, and its combination of great graphics and solid game play make it a superhero. If you're not impressed with big green men in torn clothes, however, you might find this monster mundane.

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.5	3.5	ADJ. Adjustable

Price not available	1 player
12 megs	5 levels
Available now	Side view
Action/adventure	Multiscrolling

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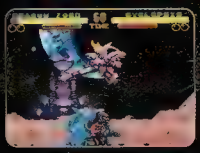

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Super NES

STREET RACER

By Sarah Nade

So you liked Super Mario Kart? Street Racer has similar game play, but its additional features – especially the four-player option – make it even better.

PROTIP: Pick up the yellow repair kits to restore your damage meter.

And They're Off!

In Street Racer, you play as one of eight characters from around the globe. You can choose to race on mine-filled tracks, participate in an all-out Rumble, or practice for the next World Cup in Soccer.

Racing is the high point – with 40 imaginative tracks to choose from, no gamer should be bored. You can attack opponents with the special weapons, such as Surf's towel swipes, that are personalized for each racer. Best of all, four players can go head-to-head-to-head-to-head. Finally, you can watch your character run the race in the Playback mode – from any angle!

If you're into fighting, try the Rumble, which pits the cars against each other in an enclosed arena. It can be exciting, but the cars are harder to steer and may give first-timers some trouble.

Sports fans will enjoy the Soccer mode, where your car bumps a ball into a goal. This level can also be frustrating because it's challenging to get (and keep) the ball.

PROTIP: Be careful in the four-player mode. Don't let yourself be distracted by another player's portion of the screen.

The Race Is On

The spectacular graphics feature well-detailed characters, each with their own track. Cool backgrounds with flashing lights, skyscrapers, and gorgeous beaches fill the game.

Rockin' tunes enhance Street Racer. The realistic motor sounds and crashing noises will keep your pulse thumping.

Control in a racing game is important, and Street Racer won't disappoint you. The cars turn smoothly and stop on a dime, so it's relatively easy to keep the car on the track. You can effectively use each driver's special defensive weapons, too.

PROTIP: Use Raphael in the rumble. His rear weapon blasts enemies on both sides.

PROTIP: Steer with caution on the ice in Soccer. The slippery surface will hinder any attempts to get the ball.

PROTIP: The water on Surf's beach level can slow you down. Jump over the water between the islands to go faster.

PROTIP: Watch out for land mines on the track. Some stick to your car, and others blow you into the air.

PROTIP: Don't go around the turns too fast, or you'll end up in a dead end or going the wrong way.

Super NES ProFile

Street Racer

(By UBI Soft)

With good four-player action, Street Racer is a hip-hoppin', goal-scorin', car-smashin' game that will entertain racing and fighting fans alike.

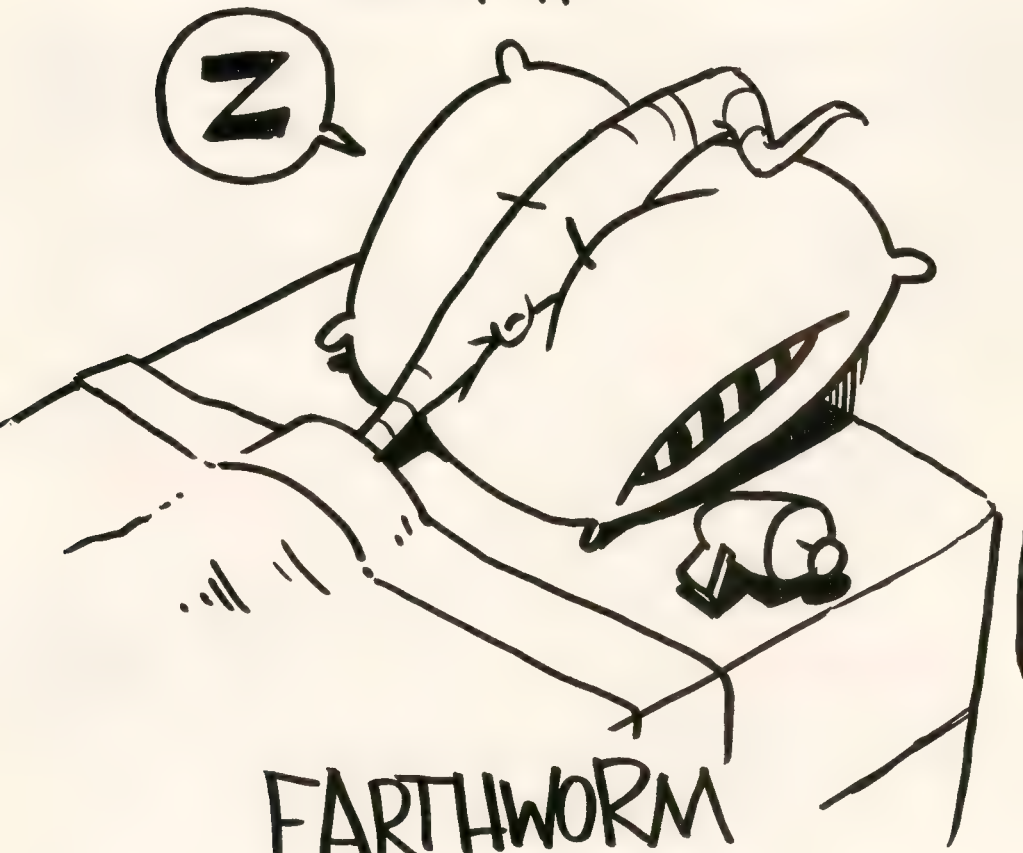
Graphics	Sound	Control	FunFactor	Challenge
4.5	4.0	4.0	4.0	Adjustable

$59.99
8 megs
Available November
Auto racing
4 players (using Hudson Multitap)
40 tracks
Behind-the-racer view
Forward scrolling
Unlimited continues

Go, Go, Street Racer

UBI Soft has outdone itself with this racing winner. Street Racer takes the checkered flag! G

JIM SLEEPS WELL KNOWING KIDS GOT THEIR MONEY'S WORTH.



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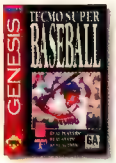

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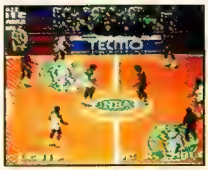

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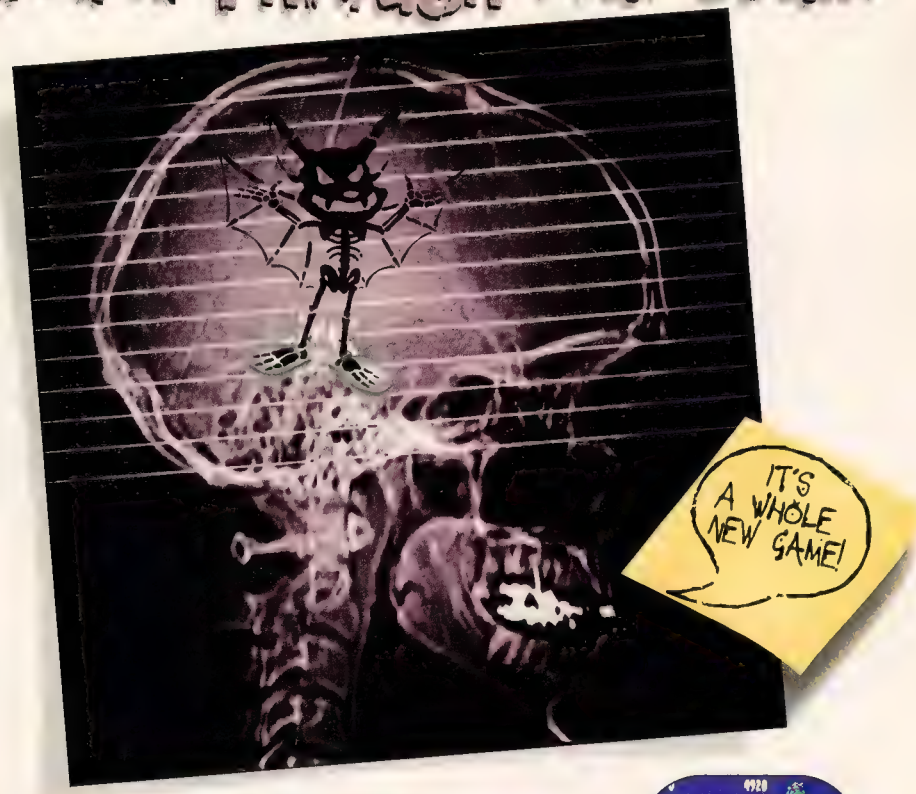
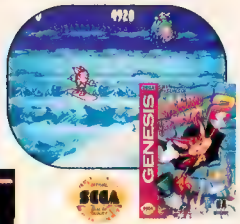
Aero The Acro-Bat™ 2

Get It Through Your Skull!



AERO THE ACRO-BAT™ 2



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TETRIS 2

By Dr. Devon

One of the greatest Game Boy games has finally come to the SNES, and it was worth the wait.

T2: Judgment Day

For the few people on the planet who don't know Tetris, it's a simple yet absolutely addictive puzzle game. Last year, Tetris 2 hit the NES and Game Boy, and now it goes 16-bit. The concept hasn't changed: You arrange falling blocks and keep them from stacking to the top. Tetris 2 complicates things with Fixed Blocks, which are stationary, and Flash Blocks, which blink and can eliminate all Fixed Blocks. Responsive controls ensure quick rotation and accurate placement of falling Blocks. As in the previous versions, T2 offers two-player Versus competition that may be the most Tetris fun of all.

PROTIP: When they contact other Blocks on the field, falling Blocks with "hinges" break apart.

PROTIP: Plan one move ahead. Watch the upper right to see the next Block.

PROTIP: If you're confident in the two-player game, raise your Speed setting to eliminate Blocks faster.

Block Party

The graphics are instantly familiar, but some nice surprises pop up. The blocks have the expected clean, spare look, but behind them are new backgrounds that add interest. Bouncy music accompanies the action, and nifty sound effects add effective clicks and clanks when the Blocks bang together.

As good as the first Tetris was, the sequel outdoes it. With all the new flourishes and strategies, even gamers who burned out on Tetris will find reasons to play for hours. G

Tetris 2 By Nintendo

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	5.0	5.0	ADJ. Adjustable

$49.99
8 megs
Available now

Puzzle
2 players
Side view

CANNONDALE CUP

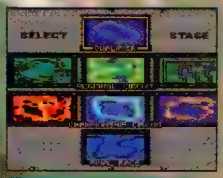
By Coach Kyle

You've skitched your skateboard and rashed down the road on your motorcycle. But have you thrashed with mountain bikes? That's the challenge in this solid racing game.

Mountain Moves

The Cannondale Cup mixes racing realism and surrealism. You compete on eight realistic courses from the city to the mountains and race with six actual cycling champions. Bringing some Road Rash-style fantasy to the races are two fictional racers who threaten pedestrians, bosses who throw objects at you, and plenty of violent punches and grabs.

PROTIP: Select your bike's features with the track's terrain.



You have good control over the race. After you select from the eight tracks and bikes available, you're off.

Sprinting around the twisty tracks, you fly over ramps, snatch power-ups, and throw punches, all with simple and effective controls.

Racing Realm

The sounds do a decent job. Rockin' music and some sound effects heighten the intensity.

PROTIP: Jumps are fun but be careful where you land. You might come down off the course.

Voices and more dynamic sound effects would've brought home the trophy, however.

The graphics are above average. The Mode 7 landscape rotates ahead of you, while distinctive backgrounds and airborne animations add atmosphere.

With its numerous bike options, strong controls, and the novelty of two-wheel racing, Cannondale Cup charges to a good finish. Racers of all abilities should take it for a spin. G

Cannondale Cup By American Softworks

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	4.0	4.0	INT. Intermediate

Price not available
12 megs
Available now
Action/racing

1 player
8 tracks
Behind-the-cyclist view
Forward scrolling

a higher level
of gaming.
SEGA
6 Button Controllers
Look for These

YOGI BEAR

By Bonehead

Hanna Barbera's thirty-something cartoon character will appear in new movies, comics, and TV shows next year. First, though, comes a starring role in this pleasant, attractive SNES game for the younger Jellystone Park campers.

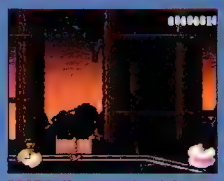
Bear Necessities

Hop-n-bop action doesn't get much simpler than this. As Yogi, you side-scroll through Jellystone Park in search of Pic-a-nic baskets. Nonthreatening cartoon enemies (such as snowmen and skunks) stand

PROTIP: Don't linger when standing on bridges or Pic-a-nic baskets – they give way, and you'll take a dive.

between you and a reunion with Ranger Smith and Boo Boo.

Did we say simple? You steer with the directional pad, duck flying foes, and jump. This simplicity clearly makes Yogi a nice pal for novices, but expert players won't be able to bear it for very long.



PROTIP: Keep your head down in the mine cart, or you'll give yourself a quick headache!

Hey, Hey, Hey!

Yogi's "smarter than the average bear" because he's smart enough to live in such an attractive park. Jellystone is a beautiful forest filled with colorful vegetation, large sprites, and lush multiscrolling backgrounds.

The sounds add further delights. Each level boasts swingin' big-band jazz tunes, and humorous boings and zooms come straight from

PROTIP: Ride submerged otters in the lake like skateboards without getting your hat wet.

cartoonland. More voices and some noises from the enemies would've made this a true audio sensation.

Still, Yogi's game is worth renting, even if you beat it fairly quickly. It's as enjoyable as a picnic in the park. G

Yogi Bear By GameTek

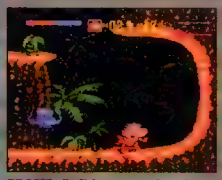
Graphics	Sound	Control	FunFactor	Challenge
4.0	3.5	3.0	3.5	BEG. Beginner

$64.95	1 player
8 megs	5 stages
Available now	Side view
Action/adventure	Multiscrolling

radical REX

By Bonehead

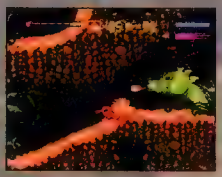
If you've had enough of head-chewing, fire-breathing, acid-spitting dinosaurs, then fire up this gentle game. It's as uncomplicated and easygoing as a nice walk in the Jurassic Park.



PROTIP: Build up speed and keep jumping when Rex skateboards; otherwise, he'll miss ramps and loops.

Dynamite Dino

Rex is a modern dino living in prehistoric times. He rides a skateboard, dances to rap music, and has a good-natured run-n-jump adventure through five worlds of side-scrolling game play. Younger gamers will have a blast, since Rex clearly suffers from cuteitis. The smiling animals in this game are more like the kindly dinos of *We're Back* than the serious man-eating machines of *Jurassic Park*.

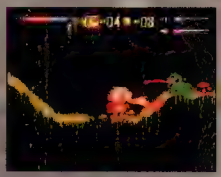


PROTIP: Duck in front of this first-level boss and scorch him with your fiery breath in between his shots.

Good controls make Rex come alive. He not only skateboards, but he also swings on vines, swims, blows bubbles, and breathes fire. The only problem is his speedy 'board – it goes so fast you often miss power-ups and jumps.

Rex Rocks!

The above-average graphics have a Saturday-morning cartoon look. Colorful jungle backgrounds contain all manner of crawling, running, swimming, and flying beasties to create a very cartoony world. Rex himself displays funny expressions throughout, especially when something bad happens.



PROTIP: Learn to gauge the correct distance from enemies. If you're too far, your shots have no effect.

The sounds are also middle-of-the-tar pit. Rex occasionally exclaims "Radical!" but the dinos lack good roars, and the tropical rhythms get repetitive. The opening rap number will keep your toe tapping.

Radical Rex is about as good and as endearing as the successful Joe and Mac games. For simple thrills without the chills, get radical with Rex. G

Radical Rex By Activision

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.5	4.0	3.5	ADJ. Adjustable

$69.95	2 players
8 megs	10 levels
Available November	Side view
Action/adventure	Multiscrolling

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Super NES

WCW SUPERBRAWL WRESTLING

By Mister Blister

Lock arms with 12 top WCW superstars in FCI's WCW SuperBrawl Wrestling for the SNES. Unfortunately, stiff animation and mediocre game play make the experience strictly second rate.

Promising Premise

This cart is loaded with championship features. Play solo, against a friend, or team up for a four-player, tag-team slugfest. Additional options enable you to customize the rules and timing. WCW heavies such as Sting and Vader are all well represented by several digitized images and sound bites of their favorite battle cries.

PROTIP: Once your opponent is down, repeatedly bash him with elbow falls and kicks to soften him up for the final takedown.

PROTIP: Scissor kicks are the most effective move to take down an opponent.

PROTIP: If you're down, roll away from your opponent before trying to get up.

Hit the Mat

Unfortunately, the graphics are down for the count. Although the sprites are large and well rendered, they move stiffly. You never get the sense that they're inside the ring; they instead seem to scroll around the ring's graphical perimeter.

A fairly extensive repertoire of standard wrestling moves, such as punches, knockdowns, and slams, respond well to on-screen controls, but because of the graphical shortcomings, it's difficult to line up against an opponent to execute a move.

The sounds are only average. The startup screens feature a sharp stereo sound-track, but during actual game play, the sound effects are cut to a bare minimum.

The Call at the Bell...

WCW SuperBrawl Wrestling has the makings of a topnotch wrestling cart with great licensing tie-ins, but its game play falls short. While this game shouldn't be completely written off, it doesn't deserve championship status, either. G

WCW SuperBrawl Wrestling By FCI

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	ADJ. Adjustable

$59.99
12 megs
Available October
Wrestling

4 players
¾-overhead view
Side scrolling
Passwords

HAMMERLOCK

By Blackout Blaster

Jaleco's Hammerlock is an interesting but confusing SNES wrestling game. It starts off as a standard wrestling cart, then metamorphoses into an ineffective hybrid of wrestling and cartoons that mars the game play.

The Stats

Hammerlock has lots of options, including four-player simultaneous game play in exhibition, champion, or tournament matches. You can also customize features like the difficulty and round length. You brawl with 12 fictitious, colorful wrestlers.

PROTIP: You only have a 20 count outside the ring before you're disqualified.

A Screen Divided

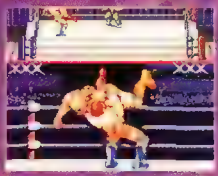
The most unique feature is the screen, which is divided into three horizontal windows. The middle window shows a side view of the ring and wrestlers. The top and bottom windows show animated closeups of the wrestling action.

Unfortunately, with so much animation, it's difficult to keep focused on the game! Although visually impressive, these changes in focus drastically interrupt the game's flow.

The animation also stunts the game play. Since the action takes place in a third of the screen, the wrestlers are small and unimpressive. The ring has little sense of depth, which limits the movements of the characters.

On-screen action responds well to the controls, but there's a limited number of moves. The adequate sound effects serve the animation more than the game play.

Pummel. Corner. Go [illegible] is [illegible] off his opponent.



Animation and more animation – what happened to the game?

Out for the Count

Hammerlock has more aesthetic appeal than most wrestling action. Although fun to watch, the animation and game play soon become repetitive. Look elsewhere, wrestling fans. G

Hammerlock By Jaleco

Graphics	Sound	Control	FunFactor	Challenge
3.0	3.0	3.0	3.0	ADJ. Adjustable

Price not available
16 megs
Available now
Wrestling

4 players (using Hudson Multitap)
Side scrolling
Passwords

Parents Beware!
Do not let
your child
read this.

Warning!

Digital Pictures is attempting to sell your child completely addictive entertainment products.

- These are **not** cartoons.
- They are 100% full-motion interactive

CD ROM MOVIES.

- These are not **Games** the whole family can enjoy.
- They do not meet the gentleness standard of the National Council for Keeping Children Well-Behaved.
- Unchecked, these products will unduly excite our nation's youth!

Corpse Killer

No friendly little shooter, but a horror movie that becomes your worst nightmare – and you're in it!

Part of a Navy SEAL team en route to a remote Caribbean island, you are commissioned to terminate the insane Dr. Hellman and his army of undead criminals.

When things go awry, you find yourself alone, dying of voodoo poison, and slowly turning into a zombie. Do you save yourself? Rescue your companions? Complete the mission and eliminate Hellman? All three? No matter what, pick up your gun and start shooting.

Slam City

With Scottie Pippen.

Head to the cage and see whether you can run with some of the best streetballers around. It's live, in-your-face basketball. One-on-one, on the blacktop. Played the way it was meant to be.

Drive, dunk, steal, shoot the fade-away. Do whatever you gotta do to get past Fingers, Juice, Mad Dog, and Smash, and you may just earn enough respect points to face Mister Scottie Pippen himself – not a computerized animation, but the real world champion, pin a real game, head-to-head, for the first time ever.

Supreme Warrior

Enter the dojo of the grandmaster of all fighting games. Become a weapon of vengeance. Side kicks. Front kicks. A flurry of palm heels. A double-deadly body blow. And that's just the beginning. Unleash your Buddha Palm. Your Leopard Strike. And dozens of other hidden moves. You wanna fight cartoons? Get real!

National Council for Keeping Children Well-Behaved

Go No Further!

These games are not designed by wholesome cola-drinking college boys with bad hair-cuts. They are the products of seasoned Hollywood professionals. Professionals who intend to do everything in their power to enslave our youth.

Experts report Digital Pictures' current technology is years ahead of the nearest competitor. Parents accustomed to CD ROM games with refreshing pauses and frequent blank screens will be in for a nasty surprise.

The distressing facts:

- InstaSwitch™ technology eliminates any and all delays.
- No lags, no breaks.
- Action is continuous and instantaneous.
- Days could pass before your child stops for nourishment.

Look out for these symbols!

InstaSwitch™ THE INSTANT RESPONSE VIDEO

DigiChrome

What's more, Digital Pictures' sinister DigiChrome® technology processes flamboyant colors and flagrant images in ways even our most brilliant scientists can't begin to fathom. Digital Pictures' engineers have overcome hurdles insurmountable by other game companies. This outrageous and unfair play-power advantage is akin to Digital Pictures using dynamite when everyone else has only slingshots. A dangerous notion indeed!

This must be outlawed!

National Council for Keeping Children Well-Behaved.

Stop

Does your child exhibit any of the following strange behavior patterns?

- Excited conversations with on-screen characters.
- Sudden waves of nausea brought on by cartridge-based games and computer-generated graphics.
- Frequent complaints that everything else is “kids’ stuff” and/or “just cartoons.”

The effects are undeniable. After just one exposure, a Digital Pictures product can damage your child for life.

Know them. Understand them. Face the threat they present. These Digital Pictures aren’t ordinary video games. They are full length interactive movies. They use real actors. Hollywood directors. And the best special effects money can buy. Is it any wonder our children will be helpless to resist?

This must be stopped, and stopped now!

Corpse Killer

SEGA CD™	November
SEGA 32X CD™	December
MAC CD ROM	November
PC CD ROM	March
3DO	November

Supreme Warrior

SEGA CD™	November
SEGA 32X CD™	December
MAC CD ROM	March
PC CD ROM	April
3DO	November

Slam City

SEGA CD™	November
SEGA 32X CD™	December
MAC CD ROM	Coming soon
PC CD ROM	December
3DO	March

3DO

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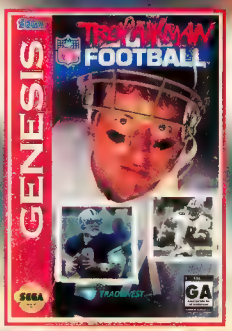

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Team NFL

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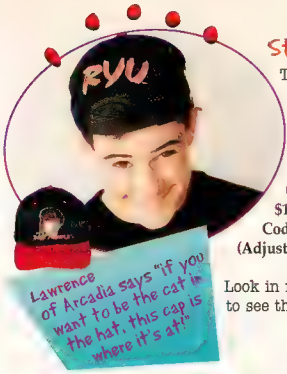
CAPCOM

Street Fighter II 3-D Wall posters

It's no ordinary poster... This 3 dimensional pop-out poster is way rad. You gotta see it!

The 3-D poster of the month: Blanka
$9.95 21" x 14.5" x 1" Code: 3D - Blanka

Look in next month's GamePro to see the new 3-D poster of the month.



Street Fighter II caps

This totally cool Street Fighter II cap is made from brushed cotton with embroidery on three sides (no patches).

Cap of the month: **Ryu**
$14.95 Color:Black
Code: Cap - Ryu
(Adjustable, one size fits all)

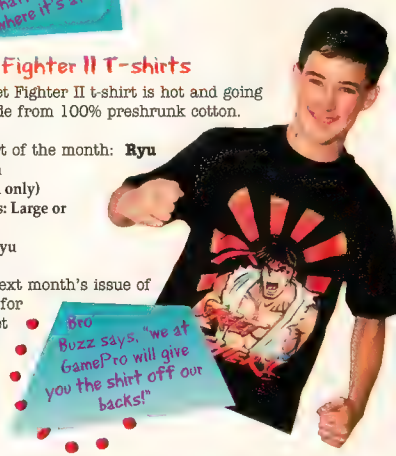
Look in next month's GamePro to see the new cap of the month.

Street Fighter II T-shirts

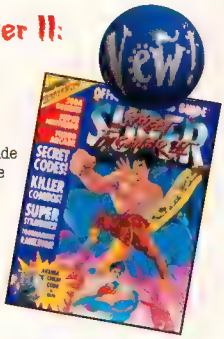
This Street Fighter II t-shirt is hot and going fast. Made from 100% preshrunk cotton.

The t-shirt of the month: **Ryu**
$15.95 each
(one sided only)
Adult sizes: Large or X-Large
Code: T- Ryu

Look in next month's issue of GamePro for new Street Fighter II t-shirts.



Super Street Fighter II: Official Players Guide



By: Matt Taylor & Graham Wolfe
This is the only official strategy guide for Super Street Fighter II! Play like an expert and learn tournament winning strategies, killer 10-hit combos, pro cheap moves, and irreversible throws!
160 pages $12.95
8" x 10" Code: SSFII SNES/Genesis

Bally/MIDWAY™

Street Fighter II Turbo Strategy Guide

By: Editors of GAMEPRO Magazine
160 pages $4.95 8" x 10"
Code: BK-17A

Mortal Kombat Video Gaming Gloves

Rock the controller with these killer black gloves and watch your score climb! Comes with a velcro grip and cut out fingers. Available for a limited time only.
Size: 1 - ages up to 13
Size 2 - ages 14+
$9.95 Code: MK-glove

Mortal Kombat II: Official Players Guide

By: Matt Taylor, Jim Fink, and Graham Wolfe
Play like the Pros! This hot strategy guide is the only book with real-life killer kombos, super strategies, counter-moves, and tactics from the pro players who actually worked on the home versions of Mortal Kombat.
160 pages $12.95 8" x 10"
Code: MKII
SNES/Genesis/Game Gear/Game Boy

Mortal Kombat Strategy Guide

By: Editors of GAMEPRO Magazine
160 pages $4.95 8" x 10"
Code: BK - 18

GamePro's Holiday Gift Guide

LucasArts

Star Wars Metal Collector Cards: New Hope

Limited time only

Relive the epic Star Wars adventure with these hot metal collector's cards featuring Luke Skywalker, Princess Leia, and Darth Vader. Twenty cards per set, these metallic embossed trading cards have complete descriptives on the backs. You will also receive an attractive collector's tin and a ***certificate of authenticity!*** But you must hurry...these signed and numbered limited editions are going fast!

2 9/16" x 3 9/16" $39.50
Code: SW- Card

Brain Lord: Official Players Guide

By: Tim Rooney
Prepare yourself for the ultimate challenge: You are the last of a long line of warriors and you must find and destroy the last surviving dragon. Brain Lord: Official Players Guide for your Super NES, is jam-packed with everything you need to know to master this hot adventure role-playing game. This guide is loaded with in-depth maps to all levels, routes to avoid pitfalls, complete weapon charts, and tons of strategies, tips, and cheats from the experts who developed the game!

96 pages $9.95 5 1/5" x 8 1/2"
Code: LORD

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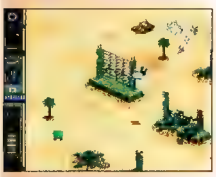
Super NES

Air Strike Patrol

By Uggs the Bugg

Air Strike Patrol dishes out air combat and strategy...especially strategy. This game isn't for hyperactive thumb jockeys. The action is fierce, but lengthy



PROTIP: Always knock out as much enemy equipment and armament as you can, whether they're Mission Targets or not.

planning and mission evaluation slow the pace.

You pilot two jets through eight desert missions. The jets steal the graphics show: Although they move slowly, they look sharp from every angle.

The sensitive controls require finesse and poise under pressure. To make a 360-degree turn or a quick S-curve, you must carefully roll your thumb around the directional pad. With interceptors on your tail, it's tough not to make a fatal error.

For serious airware buffs who have flown EA's Strike games and F-15 Strike Eagle, ASP is your next objective.

You must master two aircraft to win the war.

Air Strike Patrol By Seta

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	3.5	4.0	ADJ.

$59.95	8 missions
8 megs	¾-overhead view
Available October	Multiscrolling
Flight sim/strategy	Save feature

Super NES

FireStriker

By Cy Borg

Styled after Breakout, FireStriker's a new take on old – but not outdated – game play.

The goal is simple – bust through barriers and advance. FireStriker, however, sets the game play in an adventure scenario and adds action elements

PROTIP: Use the invincible Sorcerer to bat the ball and block openings in your wall.

like bosses and power-ups that increase its replay value. A second play option allows you and three friends to compete in a two-on-two contest or defend individual goals in four-way play.

FireStriker's 14 complex playfields aren't overly detailed, but they offer plenty of barrier bustin'. The ball responds like a pinball and is easy to follow, though you sometimes lose track of it when the screen scrolls upward. The sound nicely underscores the action.

With something for everyone, FireStriker should light a fire under most gamers.

PROTIP: Approach the ball carefully – it's easy to accidentally knock down your blocks.

FireStriker By DTMC

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	4.5	4.0	INT.

Price not available	4 players (using Hudson Multitap)
8 megs	14 levels
Available now	Overhead view
Pinball/adventure	Forward scrolling

Super NES

Bonkers

By Earth Angel

Disney's 'toon star, Bonkers, headlines this cart designed especially for beginners. A cop

PROTIP: To defeat the first boss, stock up on bombs, then blast him whenever he appears.

on the Toontown beat, Bonkers tracks down a thief who's nabbed three priceless treasures from the Toontown Museum.

The game play and controls couldn't be easier. As Bonkers, players hop-n-bop or toss bombs at enemies. In every stage, Bonkers can grab shields and mystery cash bags to up his bomb count. The challenge increases slightly when you face the end-stage bosses, but it's easy to figure out their patterns and do 'em in.

Capcom's put in the usual beautiful Disney graphics and standard platform tunes. This game certainly won't send sweat trickling down the brows of intermediate or advanced gamers, but it's a nice first challenge for novice players.

PROTIP: Memorize the location of cash bags with goodies.

Bonkers By Capcom

Graphics	Sound	Control	FunFactor	Challenge
4.0	3.0	4.0	3.5	BEG.

Price not available	1 player
8 megs	6 levels
Available now	Side view
Action/adventure	Multiscrolling

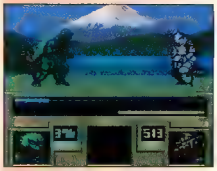
Super NES

Super Godzilla

By Uggs the Bugg

Only super Godzilla fans will like Super Godzilla. This strategy game lumbers along with minimal action.

You control Godzilla in a battle against extraterrestrials who command Japanese monsters like Mechagodzilla. The visuals and sounds, like the brassy music and famous



PROTIP: Use Body Strikes, Tail Swipes, and Hyper Fire Breath on Mechagodzilla.

Godzilla roar, capture the essence of Godzilla movies.

Unfortunately, the big guy moves super slowly. You mainly view a boring map screen, where unresponsive directional controls make simple movements a thumb-burning adventure. When you finally battle, minimal button presses fire up good-looking but static cinematic attacks.

This cart may captivate Godzilla groupies, but discriminating gamers will breathe fire. Try renting this game…and a few Godzilla movies, too.

PROTIP: Don't let Biollanthe back you against the screen edge.

Super Godzilla By Toho

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	2.5	3.0	INT.

$69.95	1 player
12 megs	6 stages
Available now	Map and side views
Strategy	

BLINK..
AND
YOU'RE
HISTORY.

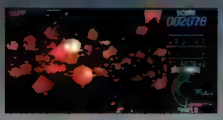
STARBLADE

Ultimately, it has come down to this...You, alone in the gunner chair with the entire Red Eye armada in your face.

Yet somehow, as you grab hold of your 15-ton lasercannon, it actually feels like you've got a chance against these unrelenting alien mercenaries...

A chance in hell, that is.

Starblade on the Sega CD. Intergalactic Armageddon has arrived.



It takes about two-tenths of a second for a Red Eye cruiser to toast its target... don't miss!

Atomic destroyers, pentagon fire orbs, Red Eye blasters...so many enemies, so little time.

Furious deep space dogfighting...just like the arcade classic!

NYR Not Yet Rated

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namco
The Game Creator

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bert Akers
nitor/Law Society
y the Masked Muscle.

Fencing, Yearbook Staff
Bell rung by Piston Hurricane.

Knocked out in P

Dan Baldino
sity Basketball, Student Council
cked silly in Super Punch-Out.

Kim Bandusky
JV Basketball, Health Officer Helper
Face rearranged in Super Punch-Out.

Joe Bardetti
Varsity Football, German Club
Looked at Nick Bruiser the wrong way.

Cheryl Berman
Young Scholars of America, Junior Hawkette
Lasted 4 rounds in Super Punch-Out.

Robert Carney
Physics Club, Tomorrow's Farmers Society
Took on the Narcis Prince.

Don Coyner
Varsity Wrestling, Junior Librarian
Pummelled by Mr. Sandman.

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They may look dumb. But these guys are big and in-your-face (no sissy side-view perspectives.)

LOW BLOWS, KICKS AND STICKS TO THE HEAD ARE LEGAL
NOW LET'S HAVE A GOOD CLEAN FIGHT.

Even worse, they've each got their own dirty style you've gotta figure out before you can **kick their butts.**

But before you even step in the ring, you gotta have a Super NES. And then it's DING! DING! — 16 bouts of smacks, hits, jabs and of course, lots of **nasty shots** below the belt.

"JUST 4 OF THE NEANDERTHALS YOU'LL FACE AND THEY JUST CALLED YOU A LITTLE MAGGOT"

Sound like fun? You bet your last few remaining teeth. Cuz you know, there's nothing like beating the **snot** out of a big ol' ugly guy.

Although a knee to the groin is pretty cool too.

Only For SUPER NINTENDO

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Neo•Geo

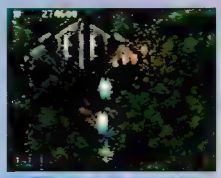
AERO FIGHTERS 2

By Captain Squideo

Longing for the good ol' days when simple space shooters took you soaring through the atmosphere and brightly colored airborne explosions filled the arcades? Aero Fighters 2 is an effective return to those glorious shooting games.

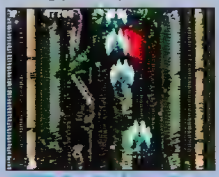
Aeronautics

As with any overhead-view shooter, the plot and characters are secondary to the action. Action is what you want, and action is what Aero Fighters 2 provides. You fly eight modern fighter jets from eight countries, including a sleek Stealth plane, a hoverin' Harrier, and a *Top Gun*-style F-14. The serious shootin' business is made less serious by the choice of pilots: Among the eight selections are a bottle-suckin' baby and Spanky, a helmet-wearing porpoise!



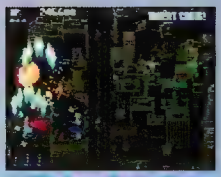
Pilot [illegible] large flying boss over the U.S.

Fortunately, the jets have cool firepower that keeps the emphasis on combat. Each jet comes equipped with its own special weapons and power-ups, including devastating single bombs and multibomb attacks. Your aircraft skims over cities and military targets against fleets of helicopters, jets, and ships, with huge screen-filling armored bosses waiting at the end of each stage. Aero Fighters' crisp controls keep you in the fight, enabling you to precisely weave your jet through fields of enemy fire in search of drifting power-ups.



Pilot [illegible] this crackling boss's body, then watch the giant explosion.

PROTIP: Save your powerful bombs for the stage bosses.



Pilot [illegible] tan, shoot out the World Trade Center towers to score points.

to the next enormous boss, flippin' your fighter as you drop your payload. Excellent explosions reward your efforts.

The sounds aren't as strong as the graphics. Monotonous music, no sound effects for your jet, and a lack of voices to announce power-ups all combine to keep your ears grounded.

These fanciful combos are among your pilots.

Off you go into the wild blue yonder!

Neo•Geo Game ProFile

Aero Fighters 2

(By SNK)

It's not exactly a revolutionary shooter, but Aero Fighters 2 still flies high for an explosively good time.

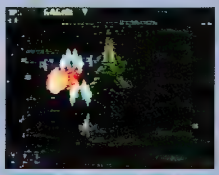
Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	3.5	Intermediate

$239	2 players
98 megs	10 stages
Available now	Overhead view
Shooter	Downward scrolling

Pilot [illegible] just aim at the flying enemies; take out these tanks before they gun you down.

War Games

The graphics keep you flyin'. AF 2 brings some attractive international settings into view, including the Eiffel Tower and the Statue of Liberty.

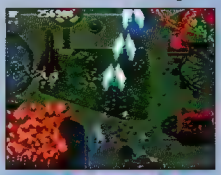


Pilot [illegible] the screen when you face waves of attackers over Paris.

Unfortunately, the graphics lose altitude when slowdown pops up, causing you at times to lose control of your fighter. Once those moments pass, though, you'll happily fly along as Viewpoint, for example. After a while, you'll be saying "flown there, shot that." Aero Fighters 2 is filled with temporary thrills that eventually come back to Earth. G

Straight Shooter

Fanatical fans of shooter games won't be able to resist this latest aeronautical adventure. But AF 2 isn't as original



Pilot [illegible] the screen, but be prepared for these small helicopters that dash at you from the sides.

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By Bacon

Strap on your helmets, rashers, and prepare to thrash through the best set of Road Rash races to emerge from EA! This stunning game will tempt many racers to spring for a 3DO system.

PROTIP: Don't blaze recklessly over hills or through blind turns on the wrong side of the road – an oncoming car will frequently take you down.

Better Than Ever

There's a rash o' racin' in this wildly entertaining game. The five levels send you battling through five all-new tracks in San Francisco, the Pacific Coast, Napa Valley, and other areas around California. Rashers choose between Thrash mode, where you tackle any race at any level, or Big Game mode, where you develop a character, save your money for better bikes, and work through each level.

PROTIP: Running back to your bike squanders precious time, so do everything you can to avoid a fall. Stop completely if you must.

Building on the Genesis version, the game includes improvements like six-lane roads and multiple routes to the finish line. But you're not there just to ride bikes. You'll face cops, chains, clubs, punches, and kicks as you thrash through this heated mix of racing and combat.

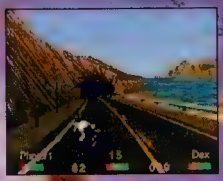
PROTIP: In hairy situations, sit tight on the yellow line – it's an easy place from which to make snap decisions.

Fortunately, you can fight back: The bikes handle smoothly, and with practice, you'll learn to clobber your fellow racers into submission.

Beautiful Rash

The striking graphics immediately grab your attention. Superb digitized backgrounds will leave many players gaping at the scenery, and every car, sign, and billboard flashes by with uncanny realism. Humorous full-motion cinematic clips pop up at every juncture, rewarding you for winning and taunting you for failing.

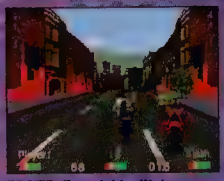
To top it off, music by killer bands like Soundgarden keep your pulse thumping. The sound effects, from the roaring engines to the howls of the pedestrian you just mowed down, wash through the room with remarkable clarity.



PROTIP: If you drop behind, turn tightly on the inside for a fast return to the fray.

Tight Riding

Despite this sensory feast, veteran rashers will find the game less challenging than previous versions. You just don't wreck as easily – if you ram a car, you'll often just bump around it. As the levels progress, though, even advanced gamers will be challenged by the high speeds and longer tracks. The only true disappointment is the lack of simultaneous two-player racing, which would've intensified the competition.



PROTIP: To quickly ditch an opponent, kick 'em off the road. In cities, you can pulverize your foes by booting them into walls at intersections!

If you don't own a 3DO, you won't regret the bucks you dish out to rent a system and this game. And if you do, you gotta get the Rash!

3DO Game Profile

Road Rash

(By Electronic Arts)

Fans of the Genesis version won't believe their eyes and ears – this souped-up Road Rash will knock the socks off experienced rashers and new racers alike.

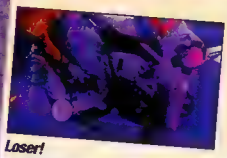
Graphics	Sound	Control	FunFactor	Challenge
5.0	5.0	5.0	5.0	Intermediate

$69.95	5 levels
CD	Behind-the-racer view
Available now	Forward scrolling
Racing/fighting	7 save slots
2 players	

Coolest Cinematic Clips!

Winner!

Busted!



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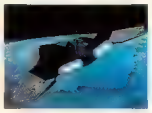

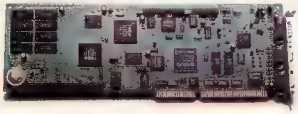

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STAR CONTROL II

By Game Over Man

When extraterrestrials finally come to Earth, what will happen if they come as conquerors, not friends?

In Star Control II, Earth is enshrouded in a Slave Shield, courtesy of the vile Ur-quan Hierarchy. You lead a secret mission that has built an awesome starship. Your goal: Set your people free!

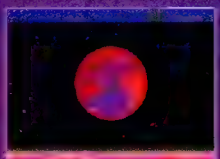
Universal Appeal

A strategy game with limited combat action, Star Control II turns you into sort of an outer-space detective. In this epic quest you must figure out how to defeat the Ur-quan and free Earth from slavery.

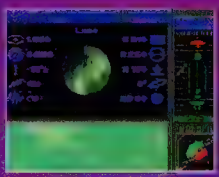
PROTIP: Help Humans whenever you can. Or kill them. They are the worst tempters.

To acquire the information and resources to accomplish your mission, you literally chart a course through the Star Control universe to track down a galaxy of clues.

This long, moderately paced game is definitely not for action junkies. You explore



The interface screen displays awesome views of planets. Here's Earth surrounded by the Ur-quan's Slave Shield.

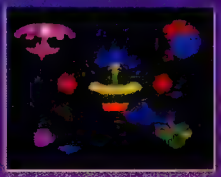


PROTIP: Use the PlaySpeed

solar systems, sometimes planet by planet, and try to uncover information by talking to a staggering variety of malevolent extraterrestrials. However, if you need to stretch your trigger fingers, the Super Melee feature fires up an overhead-view shootout with the various spacecraft in the game.

Control's Controls

You orchestrate the action with an easy-to-use, all-purpose interface screen. A sharp display enables you to fly to and through star systems via a slick outside-the-ship view and the directional controls.



Outer-space friends are few and far between.

When you orbit a planet, the screen reveals vital information as you scan the surface.

Using the interface, you do everything from warp through space to manage your inventory, but the easy controls make the sometimes lengthy operations a breeze.

Dazzling Effects

The graphics are literally out of this world. Control II sports beautifully drawn spacecraft and excellent animated story sequences. Even the interface screen serves up stunning

Gorgeous outer-space views

views, particularly as you approach a planet.

The sounds are imaginative and crystal clear. Each race speaks with a unique vocal inflection: For example, the cold arachnoid Ilwrath hisses and the blustery Spathi spouts in a pompous tone of voice.

Starry Destination?

This nicely crafted outer-space adventure definitely challenges the space between your ears. If you're into sci-fi and strategy games, Star Control II should keep you under control for days. G

3DO Game ProFile

Star Control II

(By Crystal Dynamics)

Star Control is an addicting epic sci-fi adventure that will have patient space explorers and zero-gravity tacticians glued to their screens for a million hours. All others should stay away.

Graphics	Sound	Control	FunFactor	Challenge
4.0	5.0	4.5	4.0	ADV. Advanced

$69.95	1 player
CD	Multiple views
Available now	Save 10 games
Strategy/action	

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ALONE IN THE DARK

By Scary Larry

Alone in the Dark is kind of like Out of This World meets The 7th Guest. Kind of, we said. It lumbers along with a polygon-animated, horror-under-the-floorboards theme.

Home Alone

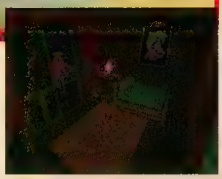
Alone in the Dark is a new virtual-reality ghost hunter that takes place in the deserted mansion of Jeremy Hartwood. Hartwood took his own life, leaving behind a legacy of horrible puzzles that you must solve.

PROTIP: Check every possible container in the vicinity before and after a sequence of events, such as a fight.

You play as either Emily Hartwood, Jeremy's niece, or Edward Carnby, a private detective. The action takes place in the mid-1800s, which lends the game a Victorian feel. Once you establish who the protagonist is, the rest of the game involves solving riddles, finding clues, knocking off a few undead creatures, and basically getting your butt out of the house in one piece.

Some amenities that help you on your quest include a shotgun, a bow, and mirrors. You open chests, break vases, and serve as the maitre'd at a Ghoul Banquet, to name a few scenarios.

PROTIP: Sometimes finding a clue isn't enough – you have to search the clue for clues. What's inside the flask?



PROTIP: You don't have to fight every monster if you shut the doors quickly enough.

PROTIP: Check the bookshelf in the attic for a hit-or-myth clue.

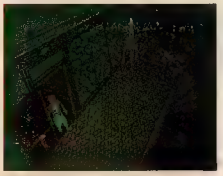
The action is linear, which means you can't progress until certain items are found in order. This tight restriction makes for a very formal, less adventurous game. Then again, you'd expect that sort of conservatism in Victorian times.

Lonesome Looks

The sparse polygon-based graphics offer minimal detail. While the game shoots for a more realistic 3D effect, it produces only silly-looking, quirky-moving monsters. Maybe this haunted house is on Sesame Street.

The sounds fare better than the graphics. Weird moaning, zombie laughter, and occasional hands-around-the-throat screams instill the right mood. There's very little music, but what's there does enhance the scenes.

PROTIP: Instead of fighting the two monsters in the attic, move the cabinet to cover the window and move the trunk to cover the trapdoor. Do it fast, because both monsters show up quickly.



PROTIP: If you read the fable in the attic correctly, these two gargoyles should have a problem with mirrors. Try the end tables for placement.

Controlling your character is as hard as getting Queen Victoria to do the Hustle. The sprites' syrupy movements affect your ability to react in crisis situations, especially when you're facing more than one monster.

Alone Again... Unnaturally

Alone in the Dark is for gamers who want a little puzzle, a little challenge, and lots of hang time. While the action is nothing to write home about, you'll marvel at the use of fully animated polygons and 3D views. The problem is, after that you'll be all Alone. G

3DO Game ProFile

Alone in the Dark

(By Interplay)

Virtual reality meets the Amityville Horror. Alone in the Dark fuses a clunky, semirealistic game into a horror setting. The real horror may be the slow-down in this game.

Graphics	Sound	Control	FunFactor	Challenge
4.0	4.0	3.0	3.5	INT.

Intermediate

$59.95	Action/adventure
CD	1 player
Available now	Multiple views

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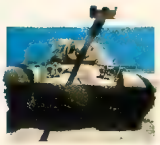

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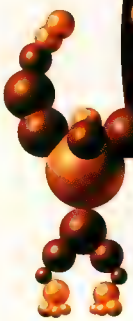

The only thing that feels better than rippin' a good long stun-fart is rippin' a good long stun-fart in 3-D.

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ACCOLADE

Tecmo Baseball Makes the Playoffs

Tecmo Super Baseball

Super NES

By Quick-Draw McGraw

Fans of the popular Tecmo Super Bowl will be happy to hear that Tecmo Super Baseball follows closely in the footsteps of that good gridiron game. This cart manages to be a statistics-filled gaming experience that also generates some real excitement.

PRO TIP: Check each player's ability ratings. Knowing their ratings in these seven little stat categories will help you play them better.

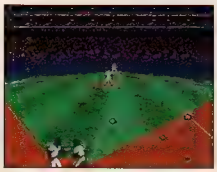
Put Me in, Coach

Much like Tecmo Super Bowl, TS Baseball has a wide range of game-play options. All 28 MLBPA-licensed teams and two Super Star teams are included, which you can alter to your liking. Whether you coach a team, play the computer opponent, or play a friend, you can enjoy a full 162-game season with all the up-to-date stats you can handle. Using Team Data, you can scope out every major Batting and Pitching stat, and during a season, you can check the current leaders in every category.

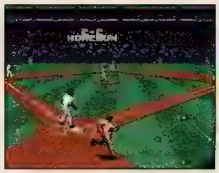
PRO TIP: The pitch that's highlighted in red is the pitcher's most effective throw.

This game is more than just stats, though. Its good action is made possible by solid, responsive control. In the field, you can align your fielders' infield and outfield depth and put on shifts. On the mound, you can throw a fastball, curve, change up, or any of your pitcher's specialties, and you can precisely control the direction of the pitches. In the batter's box, use a Normal, Power, Contact, or Bunt stance, depending on the situation and your hitter. The batter reacts smoothly to your button presses, so count on high-average stars (like Tony Gwynn) stroking lots of singles and power hitters (like Matt Williams) jerking plenty of dingers out of the park.

PRO TIP: Check the signs! If you're not sure what's going on, press Button X to remind yourself.



PRO TIP: The game's controls are the opposite of most other baseball carts. Learn them before you play a real game.



PRO TIP: Change your batting style to suit the game situation. Making adjustments will increase your chances of winning.

Diamond Delights

To its credit, TS Baseball has better graphics than its football teammate. Large sprites clearly show off every play, while lifelike portraits show off every player. An excellent 360-degree rotating view enables you to follow the ball around the park from the fielder's perspective. All that's missing are better details and some close-up animations of exciting plays.

If you think that the SNES has superior sound, TS Baseball might give you second thoughts. Cheap ballpark music and unclear voices hurt the overall feel of the game. One nice feature, however, is the jazzy rendition of "Take Me Out to the Ball Game."

Sultans of Swing

It's not a grand-slam homer, but Tecmo Super Baseball is certainly a ringing double into the gap, especially if you liked Tecmo Super Bowl. It's a nice way to spend the long off-season. G

The Home-Run Kings!

Griffey Jr.! Bonds! Gonzalez! Williams!

Tecmo Super Baseball By Tecmo

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	4.0	4.0	Intermediate

Price not available
Available now
Baseball

2 players
Multiple views
Battery backup

Tony Tumbles with La Russa Baseball '95

La Russa Baseball '95 — Genesis

By The Eternal Cheesehead

EA Sports's latest baseball entry is an updated version of 1992's Tony La Russa Baseball. Regrettably, La Russa '95 is a disappointing follow-up, especially when compared to superior, more intense Genesis baseball titles like World Series Baseball and Hardball '94.

Kirrrby Puckett!

La Russa does bring solid strategy to the stadium. Thanks to the MLBPA license, La Russa '95 features actual 1994 Major League

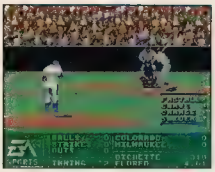
PRO TIP: Give your relievers one full inning to warm up.

PRO TIP: This game is brainy, so use all the strategies – like the hit and run and sacrifice bunt – that you can.

rosters and enough player stats to satisfy any would-be manager.

You don't just get top-ten lists, you get bottom-ten lists, too. To take advantage of all the offensive and defensive numbers, you can substitute or trade players at any time. Choose from the 28 pro teams and two custom teams for a wide variety of playing styles.

Weak controls, however, impede your enjoyment. Unlike other baseball carts, you can't



PRO TIP: Use the Pitcher's View. It's a lot less frustrating for both the pitcher and batter.

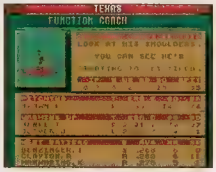
just start a full season. Here you must wander through a dozen menus, then select every individual game for the season. That's 162 games you have to highlight one by one! When you finally play, your frustration will build as you try to swing against a pitch that floats like a Whiffle ball. Batting is very difficult in this game, so don't plan on scoring lots of runs with La Russa.

PRO TIP: Novice gamers should take advantage of the CPU Field option until they're comfortable with the fielding controls.

PRO TIP: Pay attention to La Russa's advice between innings. He'll give you valuable ProTips that you can incorporate into your strategy.

Rain Out

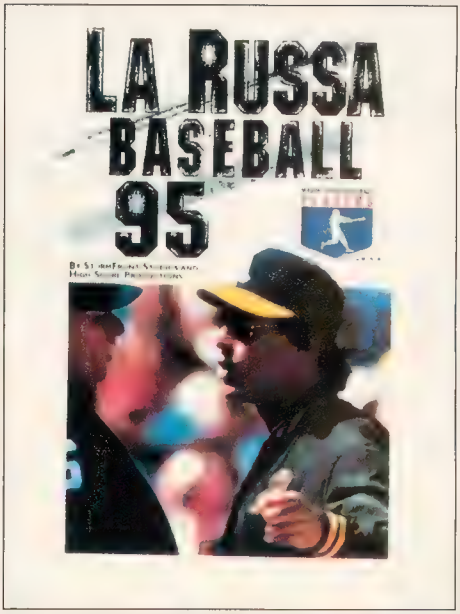
The graphics aren't great, but they're competent. You get two views: behind the pitcher or behind the batter. However, the color isn't strong, the outfielders are small, and the fields are pretty plain. On the plus side, pitchers and batters are detailed (watch the pitcher's gestures on close calls),



PRO TIP: Keep apprised of your pitcher's status via the Pitching Coach Reports before he goes to the mound each inning.

and the six stadium background facades do look real.

The audio will disappoint you as well. The screams of the crowd sound more like a running faucet, and the fans only come alive for home runs. Other sound effects – such as the ump's calls and the three tunes played by the organ – resemble standard noises found in other baseball games. Only the good crack of the bat stands out.



And the crowd goes wild!

In a Slump

Accolade's original Hardball from the late '80s was better than La Russa '95. Stat fans might like it, but fans of high-scoring sports action looking for great graphics, sounds, and controls will take their ball to another field. G

La Russa Baseball '95 By EA Sports

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.0	3.0	Adjustable

$64.95	2 players
16 megs	Multiple views
Available now	Battery backup
Baseball	Sega rating: GA

World Series '95 Smacks A Grand Slam!

World Series Baseball '95 — Game Gear

By Quick-Draw McGraw

The popular World Series Baseball for the Genesis makes a smooth transfer to the Game Gear with World Series Baseball '95, the newest addition to Sega's successful roster of baseball carts.

The Real Deal

World Series Baseball '95 features a ton of options that're usually seen only on 16-bit systems. Players can create their own team or select from all 28 Major League clubs and two all-star teams. WSB '95 musters actual '94 lineups with every player's real '93 stats. Even projected stats for this season's rookies are included! Enter

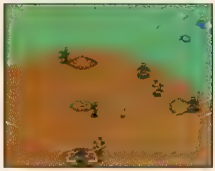
PROTIP: Both of the views work well, but the behind-the-batter view is more effective for hitting.

the pennant race with a 32-, 84-, 123-, or 162-game season, with an eight-team playoff system that utilizes the six-division realignment. You can also play a friend with a Gear-to-Gear cable.

Clear Game Gear graphics are rare, but WSB '95 is the exception. The wide-open field and good-sized sprites make hitting and fielding a pleasure. Choose from two views – behind the pitcher or behind the batter – that both showcase fine graphics.

Might As Well Jump!

Decent controls pilot this simulation through its smooth game play. You'll jump for liners and dive for hard grounders on the turf.



PROTIP: When diving for a grounder, move early. The fielders have slow diving motions.

The only true flaw to this cart is the sound. Cheesy music backs up a muffled voice with a very limited vocabulary.

Baseball's Best?

World Series Baseball '95 is full of excellent options and sharp

PROTIP: Regularly review the Players' Data option to see each player's complete statistics.

game play, making it one of the premiere sports games on the Game Gear. Now it's time to play ball! G

World Series Baseball '95 By Sega

Graphics	Sound	Control	FunFactor	Challenge
4.0	2.5	3.5	4.0	Intermediate

$44.95
4 megs
Available now
Baseball
2 players (using Gear-to-Gear cable)
Multiple views
Passwords
Sega rating: GA

F1 Tries Hard to Roc

F1-ROC II — Super NES

By Ben D. Rules

Seta tries to add a new twist to racing games with some ballyhooed technology, but ultimately F1-ROC II provides only above-average racing action.

ROC and Roll

At first glance, F1's abundant options qualify it for the trophy. You get 32 tracks (half are actual Formula One courses), three racing

PROTIP: Moon City is the easiest Practice track, while the aptly named Wild Bear is probably the hairiest.

modes (including a Grand Prix season), and three cars that can be customized. One option you'll miss, however, is two-player

PROTIP: In R&D, you'll need to upgrade several components at once: A faster engine will need better tires and wings.

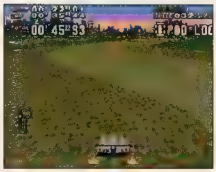
head-to-head competition on a split screen.

Your car handles well and responds smoothly to the controls, which is essential on some of the extremely twisty courses. Seta adds a good strategic dimension to the control with its new custom DSP chip, which makes your vehicle

perform differently depending on what happens in the race (for instance, your tires gradually wear out, and collisions affect the car's handling). You'll have to time your pit stops correctly to win.

The Racing World

You'll recognize the view: It's the standard behind-the-car racing you've seen for years. Although the backgrounds are imaginative (ranging from desert sunsets to city lights), the foregrounds aren't very detailed, and the cars are too small. Fun details, like sparks flying during collisions, are far too infrequent.



PROTIP: Slow yourself by cutting across the wide shoulders on turns but don't hit the red tires.

The sounds are worse. Engines whine like buzzing bees, and tire screeches are almost muffled out of existence.

The many tracks, the realistic strategy, and the good controls make this an interesting game. Still, for hard-charging intensity and head-to-head action, you'll have to steer elsewhere. G

F1-ROC II By Seta

Graphics	Sound	Control	FunFactor	Challenge
3.5	2.5	3.5	3.5	Intermediate

$69.00
8 megs
Available now
Auto racing
1 player
Behind-the-car view
Multiscrolling
Battery backup

Formula One Struggles To Compete on Sega CD

Formula One World Championship, Beyond the Limit

Sega CD

By Ben D. Rules

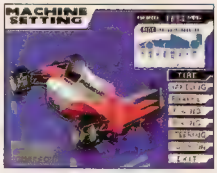
Taking the green flag this fall is Formula One World Championship, a strategic Sega CD game that immerses you in the racing world but lags behind in one key area – game play.

Nuts and Bolts

All the standard features of Formula One racing games are here. Choose from 13 different race cars (such as McClarens and Ferraris), 26 F-1 drivers (including Michael Andretti), and 16 international Grand Prix tracks ranging from Monaco to Japan. You customize everything on the car from the tires to the tranny and race in a variety of weather conditions. Three modes enable you to practice, compete in a full Grand Prix season, or join a specific 1993 Grand Prix race.

Pick from some famous cars and some wild paint jobs!

PROTIP: Hone your skills with practice laps at Sega Park. This track offers a good mix of turns and straightaways.



PROTIP: Take notes as you customize your car for the different tracks. This strategic game really pays off for those who carefully fine-tune their cars after each race.

The strategic aspects of this game push it into the limelight. Like real-life racing, your car responds to how and where you drive it – for instance, if you drive on the dirt too much, the car overheats. If you enjoy figuring out the right tires for the right track and tackling the challenge of finding the perfect moment to pull

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PROTIP: Slow yourself by cutting across corners but don't cut too much, or you'll bounce off some immovable obstacles.

into the pit, then Formula One is your game.

If you want intense racing, however, you won't find it behind the wheel of this car. The lack of two-player head-to-head competition deprives you of one of the best features of racing games. Touchy controls make your car too squirrelly, and you'll often struggle just to stay on the track.

Through the Visor

The graphics contribute to these problems. The cockpit view puts you so low to the ground that it's almost impossible to anticipate upcoming turns. With no on-screen map, it's hard to maintain a smooth racing line. Other graphical deficiencies include the lack of damage or spinouts, too many gauges to look at quickly during a race, tiny rearview mirrors that are virtually useless, and the standard Sega CD pixelization that pops up when you get too close to anything. At least the full-motion video before the race is good, and the set-up screens are sharp.

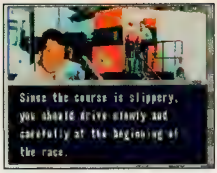
PROTIP: Follow the skid marks as you enter turns; they usually show you the best racing line.

The sounds, though, aren't sharp at all. There are no voices, and races are dominated by revving engines that obscure tire screeches and collisions. Only the hard-drivin' tunes during the video warrant your attention.

PROTIP: On the Grand Prix circuit, the Barcelona course has the longest straightaway, while Suzuka is one of the twistiest tracks.

Into the Pits

Formula One World Championship tries hard to recreate the racing world, and in that it mostly succeeds. But as for revving your adrenaline into high gear, this game needs a tune-up. G



PROTIP: There's lots of good advice in this game – follow it!

High-revving prerace video puts you in the proper mood for some turnin' 'n' burnin'!

Formula One World Championship, Beyond the Limit By Sega Sports

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.5	3.5	ADJ. Adjustable

$49 99	17 tracks
CD	Behind-the-wheel view
Available now	Forward scrolling
Auto racing	Passwords
1 player	Sega rating· GA

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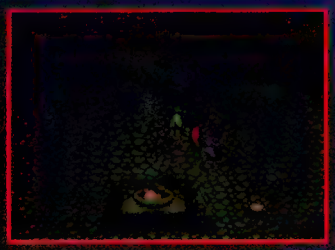
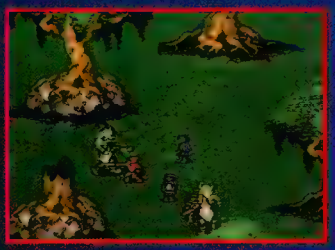
Before Zelda, Before Secret of Mana

J.R.R. Tolkien's

THE LORD OF THE

J.R.R. Tolkien's spellbinding tale of war, adventure and the fateful power of the one ring, is the cornerstone for an entire generation of fantasy role playing games. While many tried to duplicate this mystical epic fantasy, none succeeded. Until now.





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& Before Seventh Saga, there was . . .

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Role-Player's Realm

The Monthly Guide to the World of Role-Playing Games · November '94

By Scary Larry

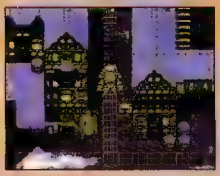
The Fantasy wasn't as Final as you thought. Squaresoft is back with Final Fantasy III, and without a doubt, it's one of the finest fantasies you'll see this year!

A Daring Esper-iment

Many things about this new adventure aren't apparent right off the bat. The story line is in no way connected to the previous Final Fantasy II for the SNES. This new adventure takes place centuries after the War of the Magi, in which beasts of doom called Espers were used as war machines by the ruling classes. Civilization was almost wiped out in that war, and the surviving fragments of the populace began building societies based on technology and machinery, abandoning the ancient ways of magic.

But now an Esper has been discovered, and magic is returning to the world. Many fear that the old ways are returning, and many more are plotting to use it for their own ends. You must guide a group of characters through scores of different lands and put a stop to the evil before it's too late.

The absence of a central character is another interesting aspect of this game. You guide several characters on the quest, and sometimes individually on separate quests. For example, you may play the first part of the game as Terra, then the computer switches to Locke, and you play as him for a while. The game doesn't proceed in a linear fashion; instead it follows a freewheeling, all-encompassing style of game play that brings all the party members back together. Nonlinear game play makes the game more like real life and less like a series of coincidences involving one member that affect the outcome of the game.



PROTIP: You start the game in Narshe. Take a good look at the [illegible] everything is located.

Skills A-Plenty

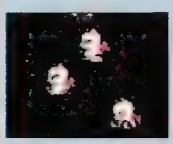
Not every battle is a big hack-n-slash sword fight. The battles require a strategic approach that is both fun and daring in its experimentation (most RPGs offer less than half the combat options found here). The characters of course have magic spells, but they also have the special abilities and moves (listed in the boxes below and right).

In addition to these moves, the Espers introduce another innovative aspect of game play. You can equip these

Sabin: Edgar's twin brother, who traded the throne for his own freedom...

Sabin's Blitz technique: Massively damaging attacks performed by a series of button presses.

Moogles: Use us to save Terra from the guards!



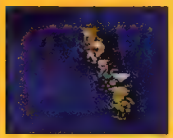
Moogles' Dance: A series of ritual steps with varying effects on enemies. The Dances include a Love Sonata, Desert Aria, or Snowman Jazz.

Final Fantasy III
(By Squaresoft)

Graphics	Sound	Control	FunFactor	Challenge
4.5	5.0	5.0	5.0	INT. Intermediate

$79.99	1 player
24 megs	Multiple views
Available October	Battery save
RPG	

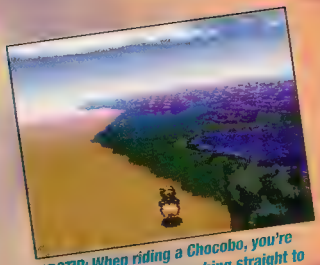
Gau: Draped in monster hides, eyes shining with intelligence. A youth surviving against all odds...



Gau's Rage: A technique that enables Gau to learn other fighters' moves.

Cyan: Faithful retainer to his family's siege, with the courage and strength of a hundred men...

Cyan's SwordTech: Eight powerful sword techniques to master.

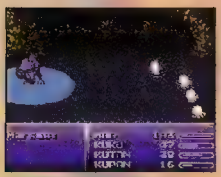


***PROTIP:** When riding a Chocobo, you're invincible. Instead of rushing straight to your destination, explore a bit.*

***PROTIP:** When using the Magic spells, target more than one character (by pressing the Left or Right button). Multiple-damage attacks will weaken enemies for other fighters.*

magical beings like a weapon, and once you do, you steadily learn all their magic spells. Espers have at least five spells trapped within them. As you earn Magic Points (like Experience Points, after each battle), the Espers slowly release spells and place them at your disposal. Every fighter can be equipped with at least one Esper at a time.

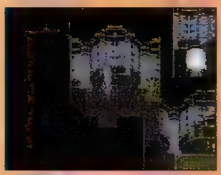
***PROTIP:** The Bio Blaster is an effective wide-range weapon, but it will actually increase the some enemies' power.*



***PROTIP:** One of the Moogle groups will learn a Dance during battle. Let this group proceed first, and use the Dance on every group of enemies. Dances are unpredictable and do a fair amount of damage.*

Pickles and Relics

Besides the usual assortment of weapons and spells, each fighter has two weapon slots to carry Relics, which are items that can greatly enhance (or, if you don't know what you're doing, diminish) a fighter's abilities. Relics include Sprint Shoes that speed up a character, a Wall Ring to



***PROTIP:** Check the clock in the old man's house when you awaken from the coma.*

***PROTIP:** Moogles will come out of the cave to help you. Press Button Y to determine which group of Moogles goes where.*

bounce shots off you and onto an enemy, and the Black Belt, which enables a player to randomly counterattack when hit.

Fantasy Star

The graphics in Final Fantasy continue the tradition of small, undersized, Japanese-influenced sprites. It would be interesting to see a game that used this engine with full-sized characters. Despite that shortcoming, the graphics are outstanding, with imaginative, well-illustrated enemies and rich, detailed backgrounds. The caves of Mount Kolts stand out in particular.

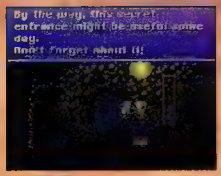
The music is a treat, even for tone-deaf RPG addicts. It's oppressive when it needs to be, quick and hurried in battles, and light and airy throughout the rest of the game. All the sound effects (including the ominous droning of the Bio Blaster) perfectly match this fantastic romp.

The menu-based controls are easy and simple, streamlined even further by a feature called Optimum. When you choose it, the fighter is equipped with the best weaponry and armor in his arsenal. You won't have to sort through endless junk to find out what's most effective for your fighter!

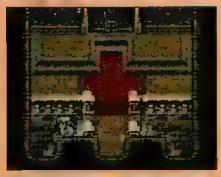
Going My Way?

A game this good to look at and this fun to play has more going for it than just better programming. Final Fantasy III definitely adds depth to the superior game play of its predecessors, Final Fantasy II and Secret of Mana, and it actually improves on those games. Characters, plot lines, and multiple-choice scenarios all combine to form one fantastic game!

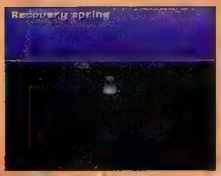
RPG enthusiasts, pen-and-paper dungeon masters, and hardcore role players will all be thrilled with this new adventure. It's a good thing this Fantasy isn't Final!



PROTIP: Remember where this secret entrance is in case you return to Narshe (and you will).

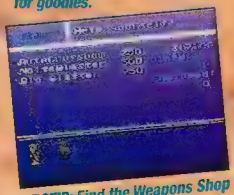


PROTIP: After meeting Edgar, check all areas of Figaro Castle for goodies.



PROTIP: Drink from the recovery spring inside the cave to South Figaro, then stay and fight to build up Experience Points.

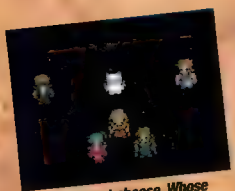
Beavis meets Squaresoft.



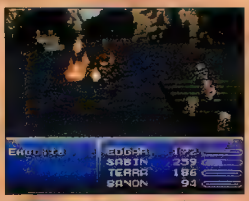
PROTIP: Find the Weapons Shop in the castle. Buy all three weapons they have to offer (Noise Blaster, Bio Blaster, and Auto Crossbow).

PROTIP: South Figaro is the first place where you can buy Relics. Equip each member with Sprint Boots first, then True Knight Relics. Sprint Boots will definitely speed up the game, and True Knight relics will help protect party members low on energy.

PROTIP: Don't use the Bio Blaster on the Brawlers. It returns Hit Points to their bar.



The Mog must choose. Whose adventure is more urgent?



PROTIP: The Fire spell is effective against sea creatures.

PROTIP: Benmu the bookcase in the millionaire's study is an entrance to his basement...and all kinds of treasure chests!

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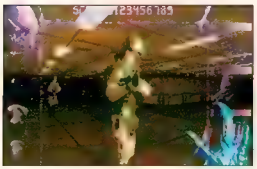

YOU'RE THE MARINE. YOU'RE THE ALIEN. YOU'RE THE PREDATOR. Be any one of them and fulfill your biological destiny, kill or be killed.

THE ALIEN LASHES OUT. His claw and tail strikes are beautiful and deadly. No such aesthetics apply to the face suckers. That's just plain sick.

YOU'RE JUST A CRYBABY WITH A SHOTGUN TO THE ALIEN. Texture-mapping heightens the claustrophobia of the airduct. Too bad. Tell your therapist.

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THE PREDATOR'S DISKS FROM HELL may outmatch your more conventional weaponry. Might be a good idea to keep your first-aid kit handy.

THE PREDATOR CAN SEE WHAT YOU CAN'T. Stay out of his view. Too many x-rays can be bad for you.

MARINE? HAPLESS VICTIM IS MORE LIKE IT. Your extraordinary bit-mapped image makes the shape of your skull look so very right to the Predator.

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Game Boy

Yogi Bear

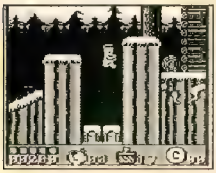
By Bonehead

The durable TV bear takes his hop-n-bop show to the Game Boy for good-natured adventures. They're easy, but only mildly entertaining.

Super Mario Bear

Yogi may not be smarter than a crafty Nintendo plumber, but his game is similar to the Mario classics. Yogi hops, bops, and dodges slow-moving enemies straight out of Mario.

At least the game doesn't merely rehash the new SNES Yogi. It takes Yogi from Jellystone Park to five areas, including Cloud World, Pirate Ship, and Mine Shaft. Magic doors, trampolines, and hidden blocks add some excitement, but the action's still pretty repetitive. The controls are accurate, but there's not much for this bear to do.

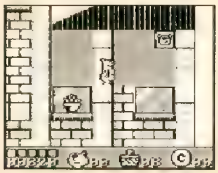


PROTIP: Continue jumping off these blocks, and you'll jump higher and higher until you can get to the next platform.

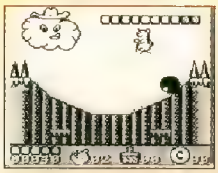
No Pic-A-Nic

This cart doesn't really bring anything new to the small screen. The miniature sprites and 2D world are typical of handhelds.

The sounds, too, are merely average. The frantic music is virtually identical for each level, and it doesn't really suit the plodding action. The stale boings, pings, and zaps show little innovation.



PROTIP: Hidden blocks are everywhere in the Construction Site. They'll help you bounce up the structure to power-ups.



PROTIP: Jump over Jake's ammo in the Haunted Western area, then bop him on the hat.

Okay, so Yogi Bear's not a great game. He's still a cheerful pal, and if you're nostalgic for his cartoons, you might like an afternoon with him. Serious gamers looking for a challenge, however, will want a bear with bite. G

Yogi Bear By Gametek

Graphics	Sound	Control	FunFactor	Challenge
3.5	3.0	3.0	3.5	BEG. Beginner

$34.95	1 player
1 meg	6 areas
Available now	Side view
Action/adventure	Multiscrolling

Beethoven

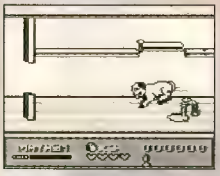
By Bonehead

Question: When is a dog a bird? Answer: When it's a turkey like Beethoven. This Game Boy version of last year's inexplicably popular movie has weak graphics, poor sounds, and awful controls.

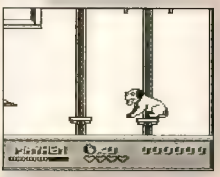
The graphics and sounds are about as weak as the controls. The flat backgrounds have almost no detail, and you'll run across anomalies,

Dog Day Afternoon

As Beethoven, the lovable St. Bernard, you walk, jump, and head-butt your way through six worlds in search of your lost pups. You have slow, basic tasks to perform, such as popping out the rivets at a construction site with your head and leaping over food-tossing chefs. These tasks should be simple, but the mushy controls make the moves almost impossible.



PROTIP: As you pop out rivets in the Construction Site, be careful that the girder the rivets were holding doesn't fall on you.



PROTIP: Don't forget to pop the rivets at the top as you bounce across these moving platforms.

PROTIP: Cause mayhem in the Restaurant level by jumping on tables and shaking pepper at the diners.

such as Beethoven standing in midair while platforms move right through him. Repetitive music plays behind the action, and the one main sound effect is Beethoven's birdlike chirp when he gets hit.

Call the Pound

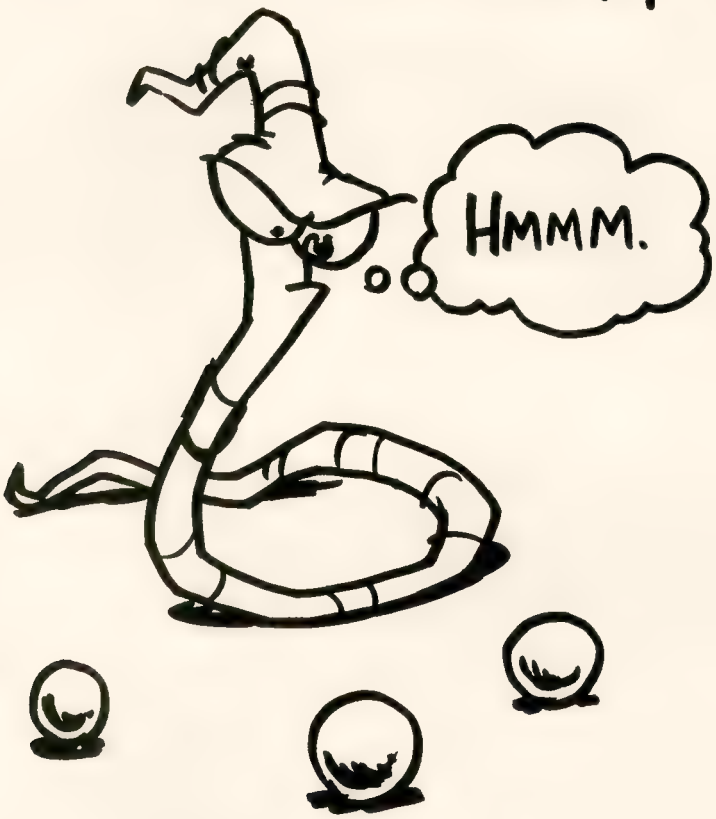
Beethoven the movie appealed to kids, and so might this game – for a little while, anyway. Unfortunately, the frustrating controls make this mutt too hard for anyone to handle. Roll over, Beethoven, and tell the dog catcher the news. G

Beethoven By Hi Tech Entertainment

Graphics	Sound	Control	FunFactor	Challenge
2.0	1.5	1.0	1.5	BEG. Beginner

$29.95	1 player
1 meg	6 worlds
Available now	Side view
Action/adventure	Multiscrolling

JIM TRIES JUGGLING.



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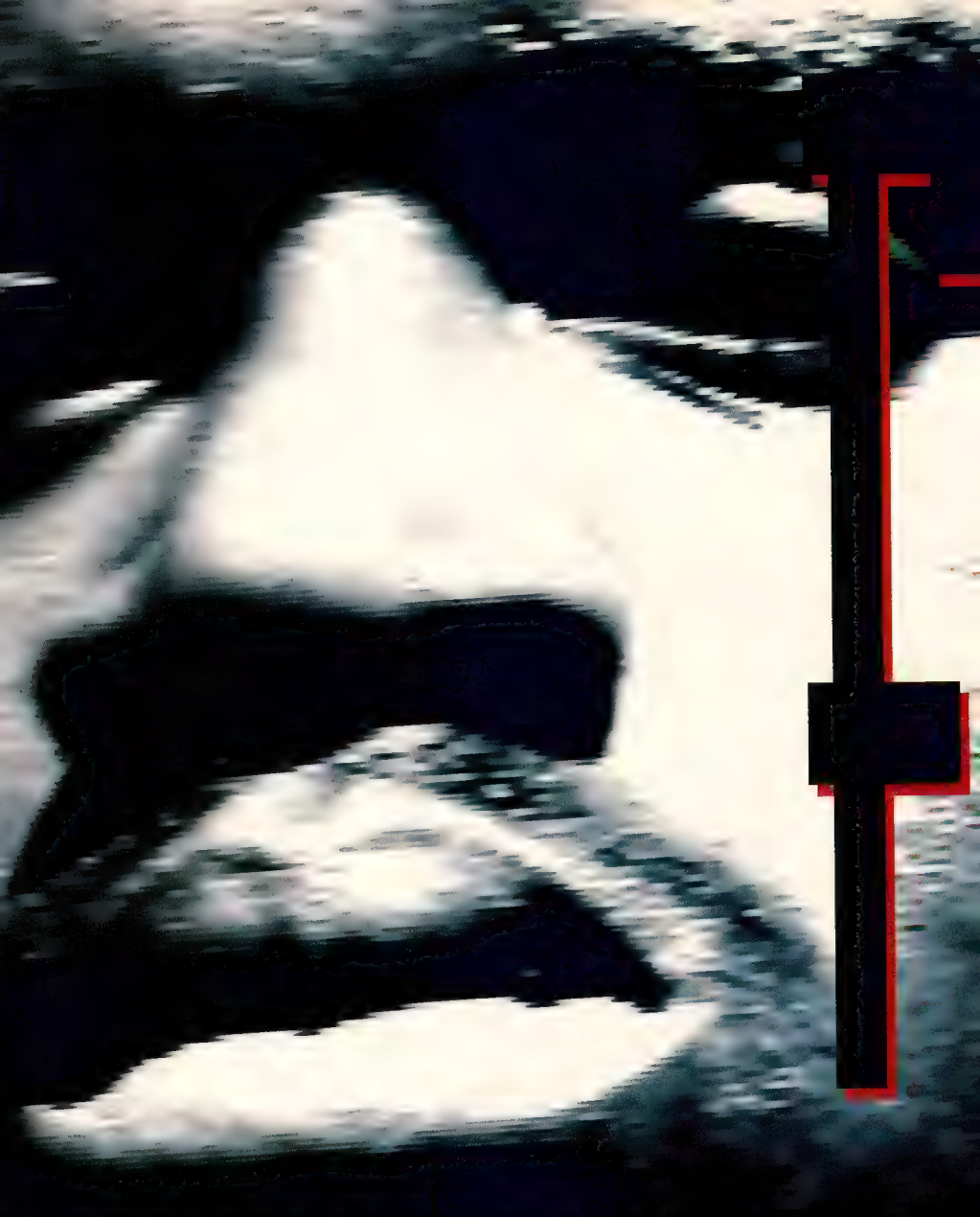

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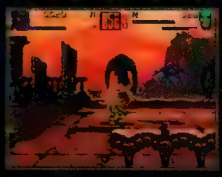
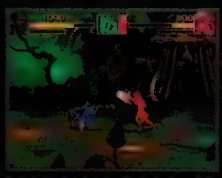
WELCOME TO KUNG-FU, SHAQ-STYLE. LIFE-LIKE ANIMATION FROM DELPHINE (THE MAKERS OF FLASHBACK) TURNS SHAQ LOOSE ON THE MANY FACES OF EVIL. FROM HIS MASSIVE HANDS TO HIS SIZE 22EEE FEET, YOU'LL FEEL EVERY SINGLE BRAIN-ALTERING BLOW.

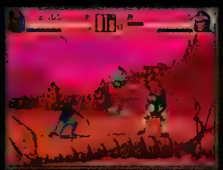


SHAQ HOUSE DEVASTATES MEPHIS THE SCUMBAG.



SHAQ-ATTAQ ROCKS THE VOO-DOO QUEEN'S WORLD.

TWO OF SHAQ'S ENEMIES, BEAST AND RAJA, GO AT IT.



SHAQ-SMAQ BRINGS THE EVIL AUROCH TO HIS KNEES.

PSSSST. IT IS A WISE MAN WHO LOOKS FOR EXCLUSIVE SHAQ-FU HINTS AND TIPS IN CLASSIC 4-SPORT TRADING CARDS.

Classic 4 sport

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PROREVIEW

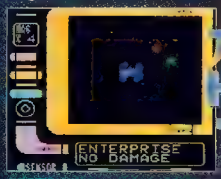
Game Gear

By Bro' Buzz

What institution of higher education has the longest waiting list in the galaxy? Every Trekker knows it's Starfleet Academy! Now Star Trek the Next Generation: The Advanced Holodeck Tutorial gives you a full-fledged Game Gear scholarship.

You Make It So

You command a Holodeck sim of the *U.S.S. Enterprise* on a series of space-flight objectives assigned by Starfleet Academy instructor Capt. Jean-Luc Picard. The challenges involve classic *TNG* scenarios, such as saving plague-threatened colonists and transporting critical diplomatic personnel. Successfully completing each test moves you closer toward graduation.



PROTIP: When summons about other ships are data, check them out before you do anything. Romulans are everywhere.

The Advanced HOLODECK TUTORIAL

SONIC THE HEDGEHOG TRIPLE TROUBLE

Knock heads with Knuckles™! *This nasty echidna wants the whole enchilada – and he'll stop at nothing to get it! Can your new Strike Dash stop him?*

Dive in! *The action goes aquatic when you set sail with Tails™ in the underwater Sea-Fox™! At last, a cure for that sinking feeling!*

Jet jam! *Shred heavily on Sonic's™ new jet skateboard, perfect for both snow and water! Now that's travelling!*

Triple the action, triple the thrills, only on SEGA® Game Gear™!

SEGA™

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SONIC THE HEDGEHOG TRIPLE TROUBLE

By Bacon

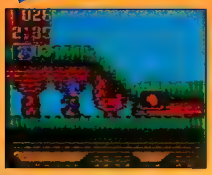
Sonic junkies who hunger for a new Game Gear fix will rejoice at this latest release – it's a delightful variation on the classic hop-n-bop romp. But don't expect anything astonishingly new, or you'll start feeling a little blue yourself.

Our Hero

Robotnik's out to destroy the world by building a powerful weapon with the Chaos Emeralds, and this time he's bamboozled Knuckles into helping him. A treasure hunter, Nack the Weasel, also shows up, and the only loot on his mind is sparkly and green.

With all that competition and the usual pack of robotic nuisances, Sonic and Tails have their work cut out for them. Players choose either the speedy hedgehog or the flighty fox and tackle six standard Zones – forests, underwater factories, snowy mountains, and such – that each end with a boss. If you collect enough Rings and the right Monitor, you can try your hand at collecting an Emerald from the Special Stages.

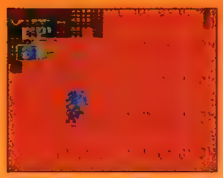
Oddly, the game just isn't as challenging as previous Sonic adventures. Fewer enemies than usual populate the Zones, and the mazes, Special Stages, and bosses won't slow down advanced gamers at all.



PROTIP: In Act 2 of the Great Turquoise Zone, stick to the lowest possible path to reach this Emerald Monitor. You'll have to bust through some hidden walls to find it, but if you land on it with 50 Rings, you'll vault into one of the game's Special Stages.

That Sequel Feeling?

Despite the familiar feel, this cart isn't completely lost in the sequel doldrums. Even the most hardened gamer will crack a smile after taking off in Tails's new submarine or Sonic's Rocket Shoes. Beautiful, bright graphics light up each Zone, and the crisp details won't leave you squinting.



PROTIP: To reach a "Ring paradise" in Act 2 of the Sunset Park Zone, climb up as far as possible after the roller-coaster ride that begins the Act. Head right and fall through the first exploding bridge into an area filled with nearly 200 Rings.

Energetic sound effects, like the crunch of your snowboard shredding through the snow, intensify the action. The tinny music often bogs down the sound effects, but at least you can tune it out.

PROTIP: Disappearing down into these snow drifts in the Robotnik Winter Zone is often fatal, but sometimes you'll discover a hidden room or new path.

You'll feel right at home behind the familiar controls. Even the new power-ups – the sub and the jet-powered skateboard, for instance – handle so smoothly that they'll feel instantly comfortable. Sadly, the slowdown that rears its ugly head on busy screens will drive you crazy. There's nothing worse than losing a life because slowdown turned your perfectly timed jump into an untimely demise.

Still the Real Thing

If you're an avid Sonic fan, these flaws won't prevent you from thoroughly enjoying this game. And even if you're getting tired of the blue guy, this cart's worth a quick rental – there's enough for a fun-filled weekend. G

Game Gear Game ProFile

Sonic the Hedgehog: Triple Trouble

(By Sega)

GA

If Sonic's your man, you'll enjoy frolicking through these new but uninspiring Zones. Sonic veterans, however, may have "seen it, done it" too much already.

Graphics	Sound	Control	FunFactor	Challenge
4.5	3.0	3.5	3.5	INT.

$49.99	1 player
4 megs	6 Zones
Available November	Side view
Hop-n-bop	Multiscrolling

If you hold Up and press Button 1 or 2, Sonic revs up for a fancy Strike Dash that makes him momentarily invulnerable, and Tails uses his tail to take to the air.

NOW YOU'RE PLAYING FOR REAL!

STARTS IN NOVEMBER

IF YOU LIVE IN NEW YORK, LOS ANGELES, SAN FRANCISCO, DALLAS, OR ATLANTA, YOUR GENESIS™ IS ABOUT TO BE RADICALLY XBANDED. REST OF THE COUNTRY AND SUPER NES® PLAYERS—YOUR TURN IS NEXT!

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MTV's MUSIC TELEVISION

BEAVIS AND BUTT-HEAD the game

SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS

GAME GEAR

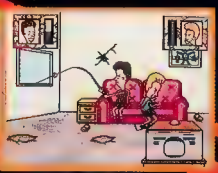
Introducing the games that actually let you control the destinies of America's leading morons.

3 DIFFERENT GAMES, DUDE

GENESIS
1 OR 2 PLAYERS

GWAR IS LIKE, COOL, BUT ONLY IF YOU HAVE TICKETS. YOU GOTTA HELP US GET TO THE CONCERT, HEH HEH. THERE'S LIKE A TOTALLY DIFFERENT WAY IN EACH GAME.

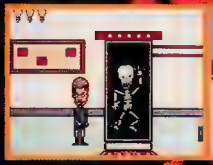
VAN DRIESSEN TRIED TO TEACH US, LIKE, HISTORY. BUT WE OUTSMARTED HIM.



COUCH FISHING RULES. UNLESS THERE'S SOMETHING GOOD ON TV OR SOMETHING.

GAME GEAR

AT THE HOSPITAL THEY SAID WE WERE FREAK SPECIMENS, WE SAID, "THANKS DUDES."



SOME GUYS FREAK OUT WHEN YOU TOUCH THEIR CAR, BUT WE WEREN'T GONNA DRIVE IT. FAR.

CLOTHESLINE JUMPING IS A GREAT SPORT. IT HAS THE THRILL OF VICTORY AND THE AGONY OF, UH, FALLING.

THE CROWD IS INTO OUR ANIMAL MAGNETISM. THAT'S WHY WE PRESERVE IT BY NOT SHOWERING.

SUPER NES®
1 OR 2 PLAYERS

LICENSED BY

VIACOM NEWMEDIA™

This official seal is your assurance that this product meets the highest quality standards of Sega™. Buy games and accessories with this seal to be sure that they are compatible with the Sega™ Genesis™ and Sega™ Game Gear™ system.

Rated by V.R.C. ™
MA-13
Parental Discretion Advised
Mature Audiences

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S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

Game-Busting MK II Codes for the Genesis!

Mortal Kombat II Test Modes

In the Options menu, place the cursor on "Done!" Now **press Left, Down, Left, Right, Down, Right, Left, Left, Right, and Right** on the directional pad. If you did the trick correctly, the words "Test Modes" will appear. Now highlight and access the Test Modes menu for the options below.

Test Mode offers three menus that you can access, each with unique options.

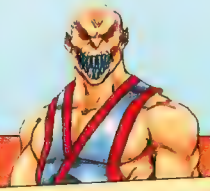
Test Mode 1

No Damage to P1: Player 1 will not receive damage during a fight.

No Damage to P2: Player 2 will not receive damage during a fight.

1 Hit Kills P1: This option cripples Player 1 – it takes only one hit to defeat 'em.

1 Hit Kills P2: This option cripples Player 2 – it takes only one hit to defeat 'em.



Test Mode 2

Background: Select any background you wish to fight in.

1 = Dead Pool
2 = Kombat Tomb
3 = Wasteland
4 = The Tower
5 = Living Forest
6 = Armory
7 = Pit II
8 = The Portal
9 = Kahn's Arena
10 = The Blue Portal

Free Play: You never lose any credits.

Battle Plan: Choose your starting position in the Tournament.

0-11 = The regular MK characters
13 = Shang Tsung
14 = Kintaro
15 = Shao Kahn

Soak Test: View a ton of CPU vs. CPU matches.

Test Mode 3

Fatalities: The CPU will always do a Fatality if it wins.

Friendships: The CPU will always do a Friendship if it wins.

Babalities: The CPU will always do a Babality if it wins.

Oooh, Nasty: Unknown!

Mortal Kombat II Random Character Select

Genesis | Super NES

At the Character Select screen, highlight the character in either top corner (Liu Kang or Scorpion), then **hold Up and press Start**. The computer now automatically selects a random character for you. Only a true master can win with any character!

Game-BUSTING MK II CODES for the Super NES!

Secret Characters, Kredits, and Handicap Mode

Do the following tricks at the Character Select screen. Fair warning: These tricky codes are tough to pull off and require you to push all the buttons in about a second.

CPU Handicap

At the Character Select screen, **press Down, Up, Right, Up, Left, and Select**. The CPU will take large amounts of damage from your attacks, and you will take less damage from its attacks.

29 Kredits

At the Character Select screen, **press Left, Up, Right, Down, Left, and Select.**

Fight Noob Saibot

At the Character Select screen, **press Left, Up, Down, Down, Right, and Select.**

Fight Jade

At the Character Select screen, **press Up, Down, Down, Left, Right, and Select.**

Fight Smoke

At the Character Select screen, **press Up, Left, Up, Up, Right, and Select.**

Fight Shao Kahn

At the Character Select screen, **press Right, Up, Up, Right, Left, and Select.**

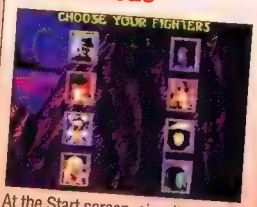
Fight Kintaro

At the Character Select screen, **press Up, Down, Down, Right, Right, and Select.**

Kintaro and Shao Kahn Destroy Logo

To watch Kintaro and Shao Kahn destroy the Acclaim logo at the beginning of the game, **press and hold Buttons L and R** when you turn on the power. Continue to hold down the buttons until the bosses appear and get to work.

Battle Mode



At the Start screen, simultaneously **press the L, R, and Start buttons.** Now you and a friend can fight it out in a survivor series with four different kombatants.

Thanks to David Lee of Edison, New Jersey, and Alex Grienti of Carleton, California, for supplying some of these hot tips.

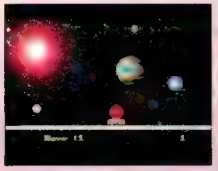
S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Out of This World

Secret Game



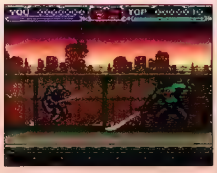
To play a hidden Break Out-style game called "Stalactites," enter the following password: BRGR

Janet Ross
Jackson, AL

Super NES

X-Kaliber 2097

Level Select



At the title screen, **press Right, Right, Left, Left, Up, Down, Left, Down, Down, Down** on the directional pad. Now **press Button A** to activate the round-select screen, and you're free to start the game at any level.

Richard Ceja
Richmond, CA

Advertisement

Arcade

NBA Jam Tournament Edition

Hidden Character Passwords

Paul Barker:	PCB May 9
Beran:	SAB Aug 29
Pat Cox:	PGC Apr 11
Rachel Davies:	RJD Sept 3
Martin Martinez:	MAM Aug 7
Vince Pontarelli:	VJP Apr 11
Jake Simpson:	JMS Feb 22

Dennis Evangelista
The Internet

Sega CD

Stellar-Fire

Stage Skip

At the Options screen, **press and hold Buttons A, C, and Start.** While holding down these buttons, **press Up** on the directional, and you'll skip to the next stage. Each time you press Up, you'll skip forward by one stage. If you press Up seven times, you can check out the game's ending.

Rick Williams
Riverside, CA

Super NES

Zombies Ate My Neighbors

Silly Sound Trick

When the LucasArts logo appears on-screen, **press the L or R buttons.** If you press the L button, you'll hear a person scream. Press the R button, and you'll hear a dog bark.

Rebecca Blanco
Empire, CA

Advertisement

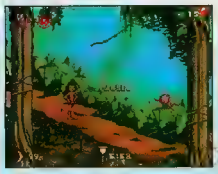
S.W.A.T.PRO

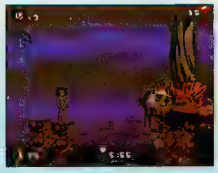
Video Game Strategies, Weapons, and Tactics

Genesis

The Jungle Book

Fight Shere Khan





Take a quick one-time shot at Shere Khan to end the game. Begin a normal game, then press Start to pause. **Now press A, C, A, C, A, C, A, C, B, B, B, B.** If you did the trick correctly, you'll hear a "Ya" sound. You'll now have one chance at beating Shere Khan, but if you fail, you'll be returned to the beginning of the game.

Dan Mostad
Parma, OH

Super NES

Double Dragon V: The Shadow Falls

Play as the Bosses

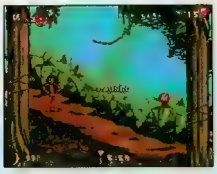
At the main menu screen, **press L, R, Up, L, L, Down, R, R, then press Start.**

Frank Hill
Foster City, CA

Genesis

The Jungle Book

Ten Seconds More



Begin a normal game, then press Start to pause. **Press A, B, B, A, A, B, B, A.** If you did the trick right, you'll hear a laughing sound. When you unpause the game, you'll have an additional ten seconds. You can do this trick as many times as you need to.

Dan Mostad
Parma, OH

Advertisement

Super NES

Blackthorne

Passwords

Mine Level 2	FBWC
Mine Level 3	QP7R
Mine Level 4	WJTV
Tree Level 1	RRYB
Tree Level 2	ZS9P
Tree Level 3	XJSN
Tree Level 4	CGDM
Sand Level 1	TJ1F
Sand Level 2	GSG3
Sand Level 3	BMHS
Sand Level 4	Y4DJ
Castle Level 1	HCKD
Castle Level 2	NRLF
Castle Level 3	J6BZ
Castle Level 4	MJXG
Castle Level 5	K3CH

Brian Eddy
Belmont, CA

Genesis

Virtua Racing

Racing Backward

At the screen with the Sega logo, **hold A, B, and Up, then press Start**. Now release all the buttons, then go to the Mode Select screen and choose the "AUTRIV GNICAR" option. Now you can race backward on all the tracks.

Karen Hough
Cupertino, CA

Advertisement

S.W.A.T. PRO

Video Game Strategies, Weapons, and Tactics

3DO

Out of This World

Hidden Image

To check out an Out of This World cartoon image, **press L and R when the game's demo sequence is playing. Continue to hold down L and R through the Start screen**, and an image of a wacko chopping off a guy's head will appear.

Janet Ross
Jackson, AL

Super NES

Super Slapshot

Customized Team

To customize your hockey team, enter the following password: **.BR.C.D.BR.** Now choose Tournament or Exhibition mode and select your team. You'll now have a souped-up team when you hit the ice.

Adam Fields
Needham, MA

Advertisement

Genesis

Gunstar Heroes

Logo Trick

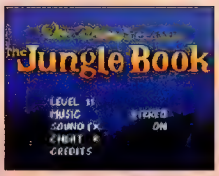
To make the title logo rotate down instead of up, **press Down on the directional pad** before the logo begins to rotate.

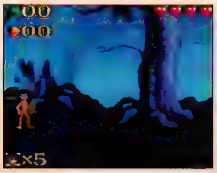
Steven Hartman
San Jose, CA

Super NES

The Jungle Book

Stage Select





At the Virgin logo screen, **press Up, Up, Up, B, B, Y, Y, Select, Up, Down, Left, Right, B, Up, Y, Left, Select, and Down**. If you did the trick right, you'll hear several tones. Now go to the Options screen, and you'll be able to access the Stage Select option.

Stephen Young
Cincinnati, OH

Do You Have a Secret Weapon?

Do you have a secret weapon? If so, send it to SWAT and, if we publish it, we'll send you a free *GamePro* Super Shirt. Plus, your name will be entered into a drawing for an STD control pad for the SNES or Genesis. One controller will be given out each month. Send your best tips and secrets to:

***GamePro* Magazine**
Secret Weapons
P.O. Box 5828
San Mateo, CA 94402

P.S. – Every reader who gets their art published in the SWAT section of *GamePro* will also receive a free *GamePro* Super Shirt and will be included in the drawing for the STD control pad. Cool!

Advertisement

Dig it!

Coming soon from Interplay™

Or don't play at all.

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GAME ENHANCERS

Hot Game Genie and Pro Action Replay Codes

Genesis (Game Genie)

Dune: The Battle of Arrakis	BFOT-DA2C	Start on Scenario 9
	BKOT-DA2C	Shows the game credits
Hook	AEXV-NTZE	Start with nine lives
	SZON-IEVK	Player 1 has infinite lives
	GZVI-KIST	Player 1 has infinite energy
The Little Mermaid	AASG-ATZE	Start with nine lives
	IAKK-GTAA	Start on Ursula Stage
RoboCop	SXKX-YIVT	Infinite time
	SGOT-KLIA	Infinite ammo
Sonic 3	ACGA-AA8T	One Blue sphere needed for a Chaos Emerald
	SCFT-B2T4	Only two Chaos Emeralds needed to become Super Sonic (in addition to Rings)
Streets of Rage 3	BA9A-DA4N	Start with nine lives
	RHSA-A6X4	No energy loss when performing Special Attacks
	17HB-CGET	Axel's jump kick does more damage
Super Street Fighter II	M27T-AA86	Master Code – must be entered
	CCTA-AAEC	Allows up to seven stars on Start Game screen
T2: Judgment Day	ATGT-CA80	Infinite ammo
	BLZA-AAHC	Start on last level
Virtua Racing	ALRT-EA2W	Always finish in first place
	ECLT-EAGT	Accelerate/decelerate instantly
X-Men	SXEE-XIST	Infinite energy

Game Boy (Game Genie)

Darkwing Duck	01A-0BF-C4D	Infinite lives
	FAD-398-4C1	Infinite ammo on pickup
F-15 Strike Eagle	5A3-88C-912	Start with 90 Sidewinders
	5A3-8DC-D56	Start with 90 Mavericks
	FAA-52D-4C1	Infinite bullets
The Little Mermaid	C98-22E-3BE	Infinite energy
	00C-79F-3BE	Infinite lives
Quarth	054-9EA-E66	Select up to level five
	00B-31D-08F	Super fast ship
Swamp Thing	C92-85E-A28	Infinite energy
	FA3-8FF-4C1	Infinite lives
	FAF-CF9-4C1	Infinite environmental meter

Genesis (Pro Action Replay)

Streets of Rage 3	FFDF6-C0032	Player 1 has unlimited energy
	FFDF8-B0005	Player 1 has infinite lives
	FFE06-C0032	Player 2 has unlimited energy
	FFE08-B0005	Player 2 has infinite lives

Super NES (Game Genie)

Chester Cheetah: Wild, Wild Quest	C2BC-D7AF	Infinite lives
	1DBA-AFOD	Slower timer on all levels
Equinox	C28F-AF4D	Immune to some monsters' hits
	3CAO-ODC7	Infinite life energy
	CEAE-OD17	Infinite magic
Lethal Enforcers	3CCE-C4AB	Infinite bullets
	GDBF-1FAC	Keep weapons until you die
	3CB5-140C	No damage from enemies
	3CB2-446C	No damage from shooting civilians
Pirates of Dark Water	AWJA-AA9C	Infinite lives
	ACET-B688	Infinite projectiles
Pocky and Rocky	C933-A794	Pocky has infinite energy
	DDA7-AD65	Pocky has infinite lives
	C93E-A797	Rocky has infinite energy
	DD35-O761	Rocky has infinite lives
	CB2D-DFDF	Stops timer
Rock 'N' Roll Racing	D9CF-CDO5	Start with $5,020,000
	C2BF-1FA4	Infinite power charges
	3CE5-CD67	No damage if you hit other cars
Star Trek: The Next Generation	DDAF-446C	Phasor power doesn't deplete
	D786-44DB	Medical packs heal completely
Super Street Fighter II	DOO2-EDDF	No charging required for some special moves
	DD47-8DD1	Some special moves can be done in the air
Taz-Mania	C935-4OCO	Infinite health
	E889-319C	Each Kiwi bird worth five

Game Gear (Game Genie)

Ecco the Dolphin	3E3-4B8-C46	Infinite air
	21C-D49-6E2	Infinite energy
Sonic Chaos	008-3BD-E6E	Infinite time
	0A2-1EC-E6E	Each Ring worth ten
	996-93C-E66	Sonic starts with 99 lives
	506-99C-F7E	Tails starts with 50 lives
Strider Returns	A24-1BC-643	Destroy all enemies with one slice
	3AB-A2F-2A2	Infinite lives

Codes Provided By:

Robert Arrowood, River Rouge, MI
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Gavin Howie
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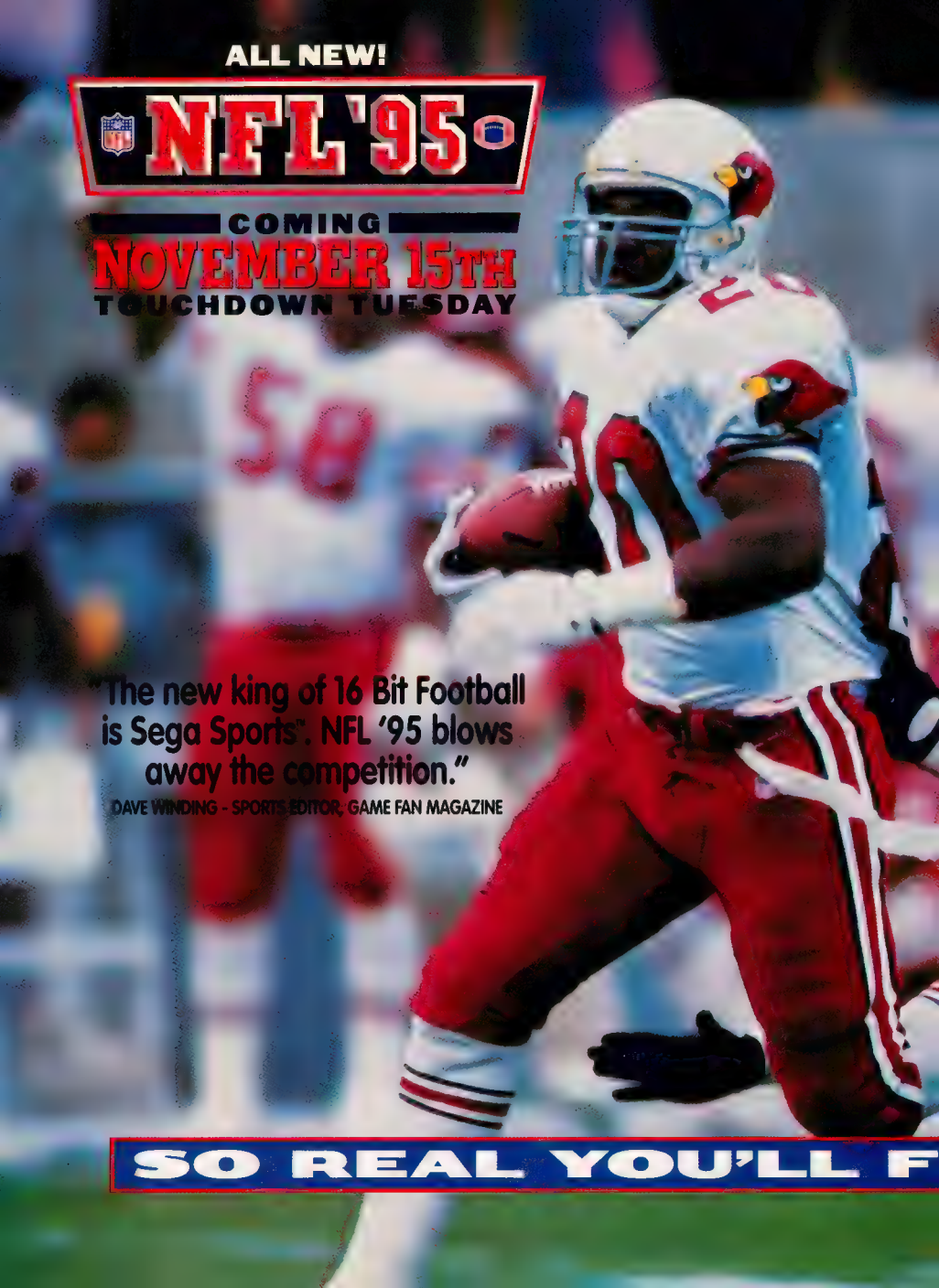
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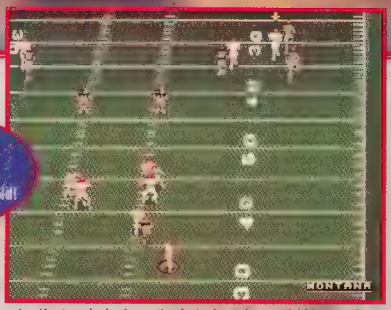

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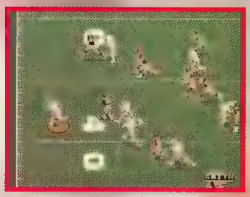

Emmitt Smith turns the corner with a "speed burst" and heads for six!

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MORTAL KOMBAT II

KILLER KOMBOS

GENESIS SUPER NES

By Slasher Quan

Exclusive Fighter's Edge killer kombos for each character in Mortal Kombat II!

(For more cool kombos, check out the November '94 issue of SWATPro.)

KUNG LAO

Hats Off to Kung Lao

1) Jump in and do a deep Kick as you start the Hat Throw taps.

2) Land and do the Hat Throw to cap off this kombo.

Air Bullet Shot

1) Jump straight up and meet the opponent in midair with a Kick.

2) Immediately do the Bullet Kick to nail 'em before they land.

JOHNNY CAGE

Corner Uppercut Blast *(Genesis Only)*

1) Jump in with a deep Kick when the opponent's pinned in the corner.

2) Land and immediately juggle 'em with an Uppercut. Lethal!

REPTILE

Slide Force Triple Hit

1) Do the Forceball to suck the enemy into your clutches.

2) Jump Toward 'em and do a midair Kick.

3) Land and execute the Slide before they hit the ground. Nasty!

LIU KANG

Air Fire Fight

1) Jump at the opponent and meet them in midair with a punch as you begin the High Fireball taps.

2) While you're still in the air, do the High Fireball to really light 'em up!

Note: This move works if you jump straight up or if you jump toward them.

Crossing Bike Rider

1) Cross up the opponent with a deep Kick as you Charge the Bike Kick.

2) Unleash the Bike Kick to pedal 'em to their demise!

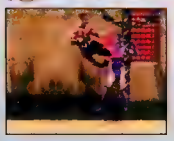
LEGEND

Intermediate Kombo

Advanced Kombo

JAX

Jumping Wave Graze



1) Jump in with a deep Kick as you start the Sonic Wave motion.

2) Land and throw the Sonic Wave. This move washes 'em away!

Air Back Cracker

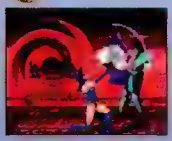
1) While you're both in midair, jump and do a Punch. Then jam on Block.

2) Grab 'em with the Backbreaker while you're still in the air.

Note: You can do this kombo if you jump up or jump toward the opponent.

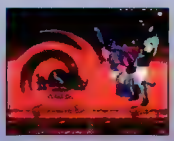
KITANA

Corner Four-Hit Lift Kombo



1) When the opponent's in the corner, do the Lift Ray to set 'em up for something nasty.

2) Jump Toward 'em and Kick as you start the Fan Throw taps.

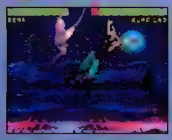


3) Do a Fan Throw while still in the air.

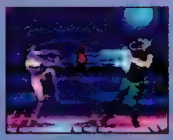
4) Land and Uppercut them before they hit the ground. This kombo takes off over half their energy!

MILEENA

Flying Sai Kicker



1) Jump and meet the opponent in midair with a Kick as you Charge the Sai Shot.

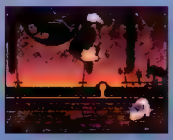


2) Quickly throw the Sai while still in the air.

Note: This move works if you jump straight up or jump toward them.

Jugglin' Roll Out

1) When the enemy jumps in, do a standing High Punch as you start the Roll taps.



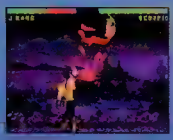
2) Immediately do the Roll to launch 'em into the wild blue yonder.

SCORPION

Blood Rip Low Grafter

1) Jump in with a deep Kick as you start tapping Back for the Spear.

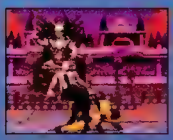
2) Throw the Spear to get 'em over here!



3) Blast 'em with an Uppercut.

Grappling Kick

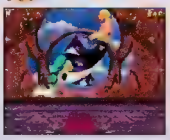
1) Cross up the opponent with a deep Kick as you start the Leg Grab motion.



2) Do the Leg Grab to put 'em down on the ground.

RAYDEN

Air Torpedo Terror

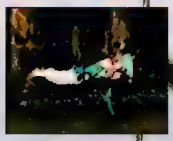


1) Meet the opponent in midair with a Kick as you start the Torpedo taps.

2) Do an air Torpedo for an awesome double juggle! *Note: This move works if you jump up or if you jump toward them.*

Juggling Torpedo Counter

1) When the enemy jumps in, counter with a standing High Punch as you start the Torpedo taps.



2) Quickly do the Torpedo to surprise 'em with a big hit.

BARAKA

[illegible]

Get in close and hit High Kick twice. This move will do a quick Double Kick that will knock 'em high into the air. *Note: This move is not a real kombo since it's blockable, but it's so surprising your opponent will forget to block!*

[illegible]

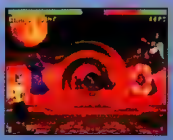
1) When the opponent jumps in, do a standing High Punch as you start the Blade Spark motion.

2) Do the Blade Spark to really rock 'em back in time!

SHANG TSUNG

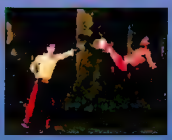
[illegible]

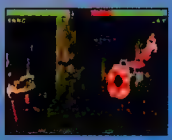
1) When the opponent jumps in, do a standing High Punch as you start the Single Flaming Skull taps.



2) Immediately do the Single Flaming Skull. You can try for more Skulls, but it's tough!

[illegible]





Shang Tsung doesn't have many kombos because he has only one Special Move. However, his ability to morph is devastating! Morph at just the right moment and do a big kombo to gain the upperhand.

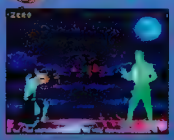
SUB-ZERO

[illegible]

1) Jump in with a deep Kick as you prepare to Slide.

2) Immediately Slide to hit 'em twice where it counts.

[illegible]



1) Start off the kombo with the Freeze.

2) Cross 'em up with a deep Kick as you get ready to Slide.

3) Nail 'em with a Slide for a surprising juggle.

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Arcade

By Slasher Quan

Special thanks to Alex Jimenez, Kelly, Phil Reed, and the staff at Capcom.

DARKSTALKERS: THE NIGHT WARRIORS

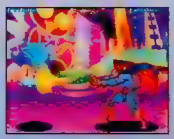
Special Techniques and Super Moves

A monstrously cool one-on-one fighting game, Darkstalkers closely resembles Street Fighter II. Here are some of the new techniques and moves you need to know, as well as each character's special moves and powers.

Dashing

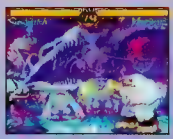
Many characters can dash Toward or Away from the opponent. To Dash, double-tap the controller Toward or Away. Try attacking as you Dash.

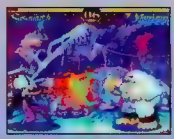
Air Blocking



Do you hate cheesy Fireball/Uppercut patterns? We all do. In DarkStalkers you can block in the air, which is useful to avoid landing on Fireballs. Just hold Back when you jump.

The Special Meter





The Special meter at the bottom of the screen is similar to the Super meter in SSF II Turbo. You charge the meter by doing Special Techniques or certain regular moves. When it's charged, you can do one enhanced Special Technique, which will exact more damage than usual, or you can do a Super Move. Either way, think fast, because the meter only lasts about ten seconds!

JOYSTICK LEGEND

↑ = Up
↗ = Up-Toward
→ = Toward
↘ = Down-Toward
↓ = Down
↙ = Down-Away
← = Away
↖ = Up-Away

Motion = Move the joystick in one continuous, smooth motion.

Tap = Tap the directions indicated in sequence.

Charge = Hold the direction indicated for the number of seconds indicated before doing the rest of the move. (Example: 1 Sec = 1 second of charging time; 2 Sec = 2 seconds of charging time.)

P = Press any Punch Button.

K = Press any Kick Button.

3P = Simultaneously press the three Punch Buttons.

3K = Simultaneously press the three Kick Buttons.

Air = The move must be done in the air.

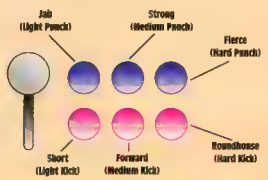
Ground/Air = The move can be done on the ground or in the air.

Close = The move must be done when close to the enemy.

Far = The move must be done when the enemy is far away.

Rapidly = Hit the indicated button rapidly.

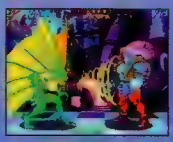
Special Note: *All techniques are done assuming your character is facing to the right. If you're facing left, reverse Toward and Away commands.*



RIKUO (MERMAN)

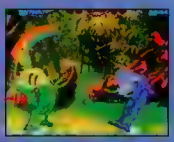
Special Techniques

Sonic Attack



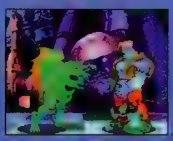
Motion ↓ ↘ → P

Glass Gas Attack



Motion ← ↙ ↓ ↘ → K

The Geyser



Motion → ↘ ↓ 3P

Special Techniques

Jumping Drill
Dash ← K

Dorsal Saw
Tap ← → P

Special Throw #1
Motion → ↘ ↓ ↙ ← P (Close)

Special Throw #2
Motion → ↘ ↓ ↙ ← K (Close)

Super Move

The Abyss
Motion → ↘ ↓ 3K

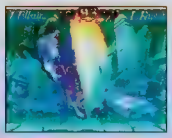
Jon Talbain (Werewolf)

Special Techniques

Luna's Hammer (Diagonal Down)

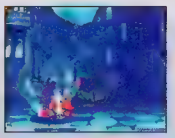
Motion → ↘ ↓ P (Air)

Blaze Kick



Tap ↓ ↑ P

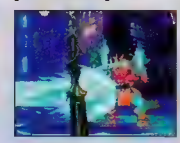
Power Roll Throw



Motion → ↘ ↓ ↙ ← K (Close)

Super Move

Luna Sledge (Horizontal)



Motion ← ↙ ↓ ↘ → P

Special Techniques

Luna's Hammer (Horizontal)
Motion ↓ ↘ → P

Luna's Hammer (Diagonal Up)
Motion → ↓ ↘ P

Eclipse Throw
Motion → ↓ ↘ K (Close)

Super Moves

Luna Sledge (Diagonal Up)
Motion ↓ ↙ ↗ P

Luna Sledge (Diagonal Down)
Motion ↗ ← ↙ ↓ ↘ P

Victor (Frankenstein)

Special Techniques

Von Stomp
Motion ↓ ↙ ← K

Rush Punch
Charge ← 1 Sec, → P

Dashing Knee
Tap ↙ ↗ K

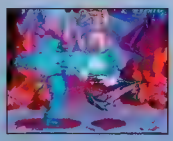
The Grab Shock
Grab the opponent, then Tap ↓ ↑ P (Close)

The Power Bolt Throw
Rotate the joystick 360 degrees, 3P (Close)

Rush Kick
Charge ← 1 Sec, → K

Special Technique

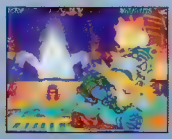
Whirlwind Punch



Motion ↓ ↙ ← → P

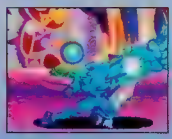
Super Moves

Thunderstrike



Charge ↓ 2 Sec, ↑ 3P

Super Rush Punch

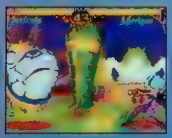


Charge ← 2 Sec, → 3P

Anakaris (Mummy)

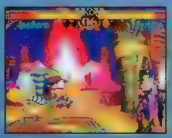
Special Techniques

Retribution



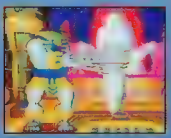
When a Fireball is close, Motion → ↘ ↓ ↙ ← P to catch it.

Fireball Spit



After a Retribution, Motion ↓ ↘ → K to spit the Fireball back.

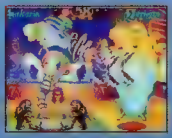
Grand Wrap



Motion ↓ ↘ → P (Far)

Super Move

Pharaoh's Wrath



Tap Forward, Jab, ↓ Short, Strong

Special Techniques

Pharaoh's Curse
Motion → ↙ ↓ ↘ P (Air)

Sarcophagus Smash (Close)
3P; move ← or → to control range

Sarcophagus Smash (Far)
3K; move ← or → to control range

Long Snake
Tap → ← → P

Morrigan (Succubus)

Special Techniques

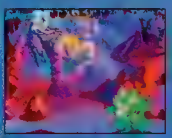
Firebat
Motion ↓ ↘ → P

Demon Blast
Motion ↓ ↙ ← K (Air)

Hell Ride
Motion → ↘ ↓ ↙ ← P (Close)

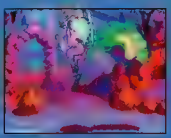
Special Technique

Air Firebat



Motion ↑ ↗ → P (Air)

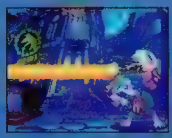
Shadow Blade



Motion → ↓ ↘ P

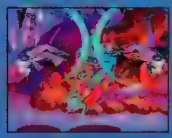
Super Move

Demon Drill



Motion → ↘ ↓ ↙ ← K rapidly

Doppleganger

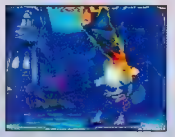


Tap Jab, Jab, → Short, Fierce (Close)

DEMITRI (VAMPIRE)

Special Techniques

Teleport Dive Bomb



Motion ↓ ↙ ← K (Ground/Air)

Special Techniques

Fireball
Motion ↓ ↘ → P (Ground/Air)

Power Stake Throw
Rotate the joystick 360 degrees with any punch. (Close)

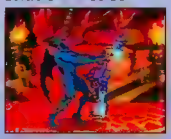
Spinning Uppercut
Motion → ↓ ↘ P

Super Moves

Power Wave

Motion ↓ → ↘ 3P

Shadow Beast



Motion ↓ → ↘ 3P (Close)

SASQUATCH (BIGFOOT)

Special Techniques

Icicle Hammer
Motion → ↘ ↓ P (Close)

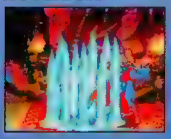
Refreezer
Motion ↓ ↙ ← K (Close)

Vortex Kick
Motion → ↓ ↘ K

Frost Blast

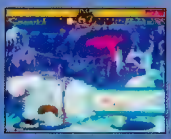
Motion ← ↙ ↓ ↘ → P

Ice Fortress



Tap ↓ ↓ 3P

White Out

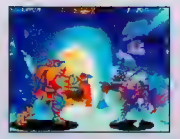


Motion ← ↘ ↓ ↘ → 3P

BISHAMON (SAMURAI)

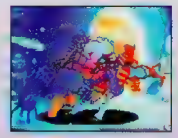
Special Techniques

Impaler



Motion ← ↙ ↓ ↘ → P

Rush Slash



When the Impaler connects, Motion ↓ ↘ → P

Spirit Hold

Motion ↑ ↗ → P (Air)

Super Move

The Bushido Crush

Motion → ↘ ↓ ↙ P

Special Techniques

Long Strike
Charge ← 1 Sec, → P

Low Strike
Charge ← 1 Sec, → K

Upper Slash
Motion → ↓ ↘ P when you're getting up or after doing the Retriever

The Skinner
Motion → ↘ ↓ ↙ ← P (Close)

Retriever
Motion ↓ ↙ ← P when the Impaler connects

Super Moves

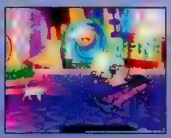
Super High Slash
Tap → ← → P

Super Low Slash
Tap → ← → K

FELICIA (CATWOMAN)

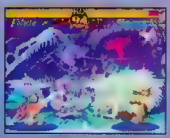
Special Techniques

Rolling Smash



Motion → ↘ ↓ ↙ P rapidly

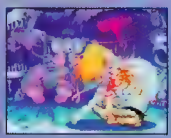
Scratching Post



Motion → ↘ ↓ ↙ ← K (Close)

Super Move

Rolling Fury



Motion ↓ ↘ → ← ↘ ↓ 3P

Special Techniques

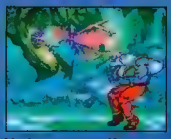
Litterbox Kick
Motion ↓ ↘ → K

Lunge Kick
Motion ← ↓ ↘ K

Rolling Slash
Motion ← ↙ ↓ ↘ P rapidly

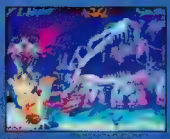
LORD RAPTOR (ZOMBIE)

Helicopter



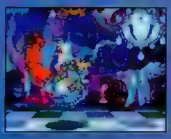
Motion ↓ ↙ ← K (Ground/Air)

Death Dance



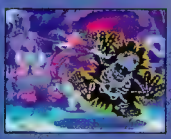
When the opponent's knocked down, Tap ↓ ↑ K

Coffin Maker



Motion ↓ ↙ → ↗ P (Close)

Hell Blast



Motion → ↘ ↓ ↙ ← K

Special Technique

Hell Jump
Motion ← ↙ ↓ ↘ → K

Super Move

Demon Blade
Charge → 2 Sec, ← 3P

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GAMEPRO LABS

A Player's Guide to Power Peripherals

By The Lab Rat

November. Halloween's come and gone, and all that's left are the discarded candy wrappers and half-eaten caramel apples. Yummy! And for the next entrée, the Lab Rat has a new multiplayer adapter and a sport accessory that really swings, along with an Innovative new joystick!

Tap for the Tribe

Naki has a new multiplayer adapter, the **Tribal Tap**, that comes in Genesis and SNES flavors. The Genesis Tap works with both Sega and Electronic Arts multiplayer games. This six-player adapter (according to Naki, six-player games are in the works) has four ports in the front and one on each side. It's considerably smaller than the Hudson Multitap, and it's lightweight, so you won't mind lugging it over to a friend's house. A switch on the front toggles between two-player, five-player, or six-player action.

Multiplayer Adapter

The Tribal Tap

System: Genesis and SNES

Features: Six-player compatibility? When will this multimadness end? But Naki did do gamers right by making the Genesis version compatible with both Sega and EA games.

Price: $29.99 (Genesis) $24.99 (SNES)

Available: Now

Contact: Naki (800/824-NAKI)

In the FORE! Front

Sports Sciences, Inc., has the perfect solution for those stormy days when swinging through 18 holes just ain't gonna happen. Play indoors! The **TeeVGolf** is an interactive golf club for the Genesis that works in conjunction with a floor unit via infrared remote control. The entire unit is connected to a Genesis with a cable and works with PGA Tour Golf II and other popular golf games.

The A, B, and C buttons on the handle of the club control menus or any other button-specific aspects of the game.

The only drawback of this unit is that you'll need plenty of space so that the arc of your swing doesn't break any vases (or hit an unsuspecting family member). Beyond that, it's a cool accessory for those who can't make it to the course...or want to sneak in 18 holes before a meeting.

Game Peripheral

TeeVGolf

System: Genesis

Features: Couldn't get to the course on time? Bring the green home to you with the TeeVGolf.

Price: $129.99

Available: Now

Contact: Sports Sciences 216/963-0660

Get with the Program

The Smart Pad, Innovation's new programmable joystick for the SNES and Genesis, is as innovative as it is smart. Heard it before? Here's the rub: You can purchase ROM cards that provide preprogrammed moves for games like Street Fighter II Turbo, Mortal Kombat, and Fatal Fury (more are in the works). Just slip your favorite card into a slot on the back of the joystick, and with one button press, you can do Ryu's Dragon Punch, Terry Bogard's Rising Knuckle, and more!

The joypad itself is nothing to write home about. The SNES version has a standard layout, four buttons with two triggers (right and left) on the top. Buttons for turbo and slow motion are built in, along with a switch on the top to select which character you're playing. Four action buttons serve as additional special-move buttons. A set of switches along the top are numbered from one to eight; each number represents a particular fighter (one is Chun Li, two is Balrog, etc.). You can click to your favorite fighter and, voilà, the moves are preset for each.

If you're tired of trying to find all the special moves for a character, use the Smart Pad. It will save you tons of time, and you'll soon be playing like the GamePros. G

Programmable Joystick

The Smart Pad

System: Genesis and SNES

Features: Forget learning the intricacies of programming a fighter's special moves into a controller. The Smart Pad does the walking so your fingers can do the socking.

Price: $19.99 (ROM cards cost $15.99–$19.99)

Available: Now

Contact: Innovation 203/395-3090

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BUYERS BEWARE

By The Watch Dog

Winter's creepin' in on us, but the chill won't stop me from reporting the lowdown on products you purchase. Here are some letters from our careful consumers.

Q Why does my copy of Super Street Fighter II freeze between rounds and after matches?
Ronjan Skidar, Cincinnati, OH

A **Capcom Customer Service states:**
"If you own an older SNES model and are having trouble with your copy of Super Street Fighter II, try these steps. First, clean your system and your game pak with a reliable cleaning kit. If that doesn't work, play your game on a friend's Super NES to see if the problem prevails.

"If the problem still persists, please submit your problem in writing to Capcom. Be certain to include your name, address, and most importantly, you must include your telephone number. Send your letters to the attention of M. Britton, Customer Service Department, Capcom USA, 475 Oakmead Parkway, Sunnyvale, CA, 94086.

"At Capcom, we're dedicated to servicing our customers and will work quickly to correct any problem you may be experiencing."

Q I just noticed a label on the back of my Super Nintendo game paks that reads, "This game must be cleaned regularly. Use the Super NES cleaning kit only." Should I buy a SNES cleaning kit, or is Nintendo just trying to sucker me into buying stuff I don't need? I've had some of my SNES games for a long time, and I've never had a problem.
Jeff Windham, Suisun City, CA

A **The Watch Dog says:**
Regular cleaning of your game paks is a must (the frequency depends on game play, but it's usually about once every two weeks). Proper maintenance will extend the life of your games and your game system. As for exclusively using the Nintendo game-cleaning kit, that's a personal choice; the advisory on the back of the game pak only recommends the Super NES kit. Cleaning kits are also available from Doc and Naki.

The clean scene.

Q I think I've been ripped off, and I need your help. I just bought TMNT: Turtles in Time. I paid $60 for it, and I finished it in less than half an hour. If I try to resell the game, I would only get $10 or $15 for it. Are dealers ripping kids off?
David Lopez, Coral Springs, FL

A **The Watch Dog says:**
Games are designed for players of different abilities. In one-player mode, this game is rather easy for advanced players. If you're not sure about a game, though, the best thing to do is rent it before you buy it. It will only cost you about $3 and you can find out if the game has staying power for you. Or read video game magazine reviews. Most reviews will indicate a game's challenge level.

Look before you leap.

Q I recently purchased the Game Gear Sonic 2 Sports Pack. I noticed that the small print says it's not compatible with the TV Tuner. Why? Did I get a bad version of the Game Gear? Is there anything else different about this version?
Chris Bianchetti, Sherborn, MA

A **A spokesperson for Sega's Customer Service Department states:**
"The current Game Gears on the market are not compatible with the TV Tuner, which has been out of circulation for more than a year. Sega has no plans to reintroduce a TV Tuner for the new generation of Game Gears. There is nothing else different about this Game Gear system and the older Game Gear system."

Tune in next time...

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San Mateo, CA 94402

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(sure, it's just a game.)

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The only game too big to fit in a single cartridge!

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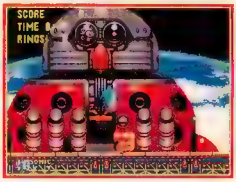

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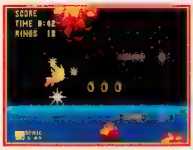

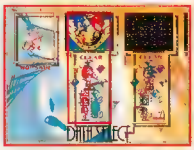

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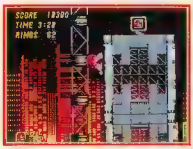
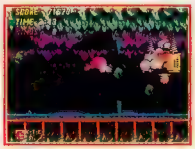
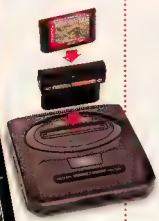
Lock-On *Sonic 2*!

Now you can play as Knuckles, and take advantage of all his sneaky signature moves! Climb...glide...play like never before!







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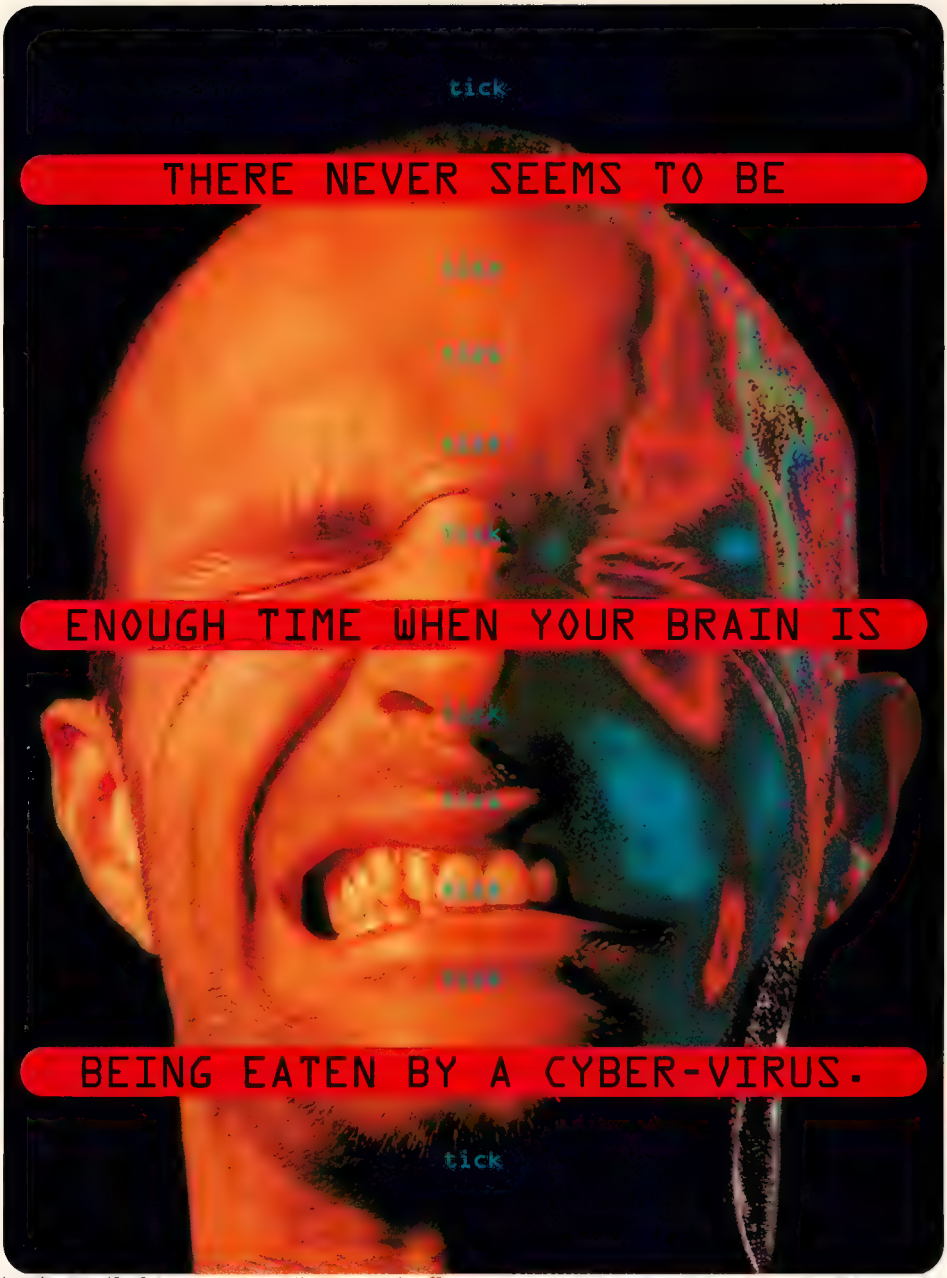
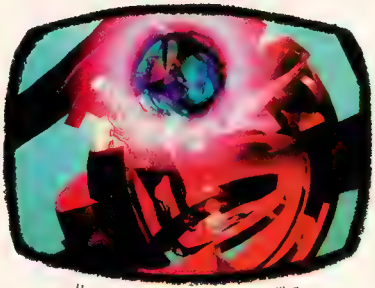


Limited first editions of Burn Cycle contain a separate original hardcore rave soundtrack CD. *Suggested retail price. International Tennis Open ©1992 Philips Interactive Media of France and Pathe Interactive. All rights reserved. Compton's Interactive Encyclopedia ©1992 Compton's New Media, Inc. All rights reserved. ©1994 Philips Media. All rights reserved. Both the copywriter and the art director of this ad would like to say hi to their respective moms. They'd also love to get CD-i players for Christmas.

Prepare for total immersion. Burn:Cycle fuses a cyberpunk action-adventure movie with a frenetically paced role-playing game. Sound easy? Don't make us laugh.

Every nanosecond counts. Burn:Cycle is your wit and marksmanship meeting all the physical and mental challenges we throw your way. Be fast. He who hesitates is toast.



Hardwire your neurons. Critics are calling Burn:Cycle "a totally synthesized, fully transcendental, bio-controlled, electronic rush." Man, what an understatement.

Click forward to the year 2063 tick **where you've become a jaded** tick **nihilistic data thief named Sol Cutter** tick **with a neural implant jack in your neck** tick **and one day while downloading corporate secrets** tick **into the software inside your skull** tick **you also contract a nasty little** tick **computer virus called Burn:Cycle** tick **which is basically gonna corrode your brain** tick **like battery acid in two hours unless you can** tick **outwit and outshoot relentless enemy agents** tick **find Doc the only guy who may know how to save you** tick **then make peace with your personal demons** tick **and somehow God help you** tick **locate the party responsible** tick **in this cold harsh neon-lit world** tick **before you bite the oh what a bummer** tick **your time's up**

Magnavox 450 CD-i player now $299.99,* includes 2 free titles.

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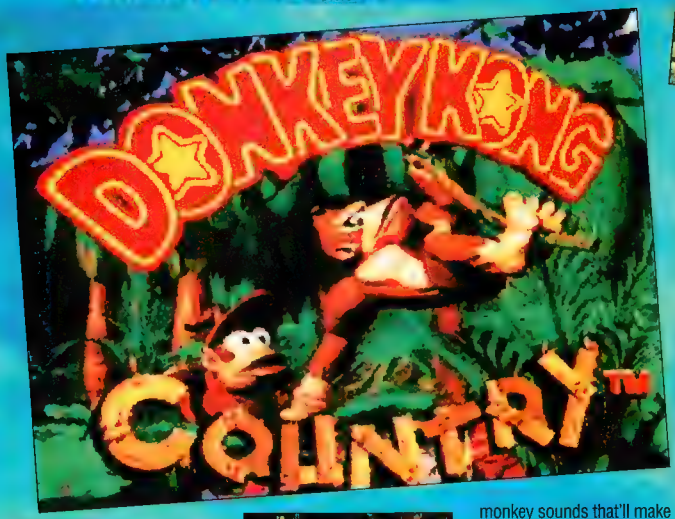
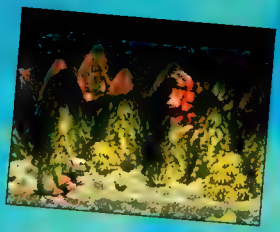
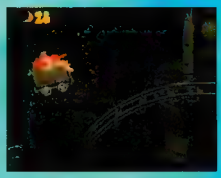
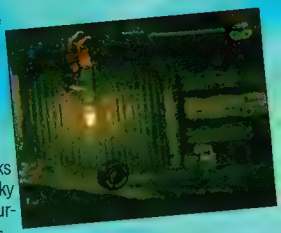
SHORT PROSHOTS

PreViews of Hot New Games!







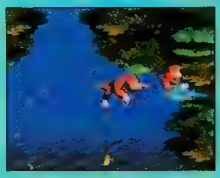


Super NES

Donkey Kong is a classic; the original super simian adventure was one of the games that helped the industry take off. Now Nintendo's bringing DK back for an encore in a revamped game that resembles the original in name only.

King Kong

Absolutely the first thing you'll notice about Donkey Kong is the gorgeous rendered graphics. The one-player 32-meg cartridge (and yes, it's really gonna cost under $100) was developed by Rare in England. Utilizing an advanced computer-



modeling technique that involves Alias Research's Power-Animator software tools, Rare was able to animate characters in three dimensions and add incredibly realistic lighting and shadowing effects. The graphics have a brand-new look for 16-bit gaming, and the sounds boast very cool jungle tunes and monkey sounds that'll make you feel like grabbing a banana.

The game play's multi-scrolling platform action stars Donkey Kong, his little buddy Diddy Kong, and a cast of other simian sidekicks (including Candy Kong, Funky Kong, and Cranky Kong). During the more than 60 hop-n-bop levels of play, DK and pals are trying to recover bunches of stolen bananas that were nabbed by the diabolical Kremlings, an amusing crocodile

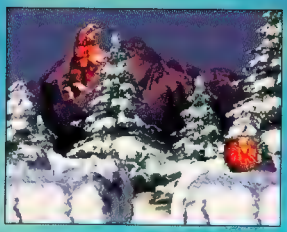
crowd. Besides the regular levels, the duo can search out more than 60 bonus areas.

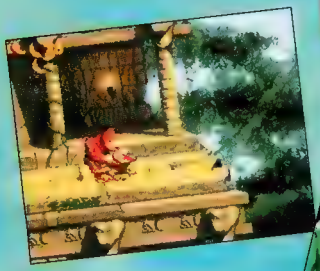
Kong and Diddy Kong leap, frolic, and swing like normal monkeys, and they can also ride atop a crew of crazy animal sidekicks like Rambi the Rhino and En Garde, a Swordfish. And of course, Donkey Kong wouldn't be Donkey Kong without barrels – the big guy grabs them everywhere. He uses some as weapons, while others hold special power-ups and other surprises.

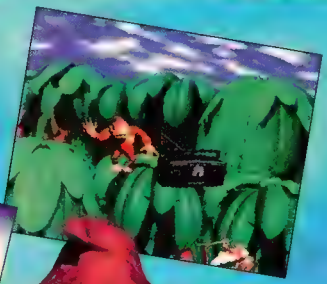
What a Swinger

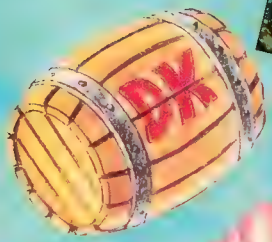
Donkey Kong's graphics make it an evolutionary step up from the rest of the video game crowd. We'll have a review next month, as well as more on how this exciting cart was developed.

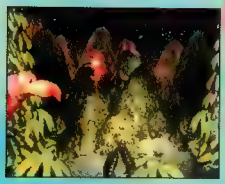
By Nintendo
Available November









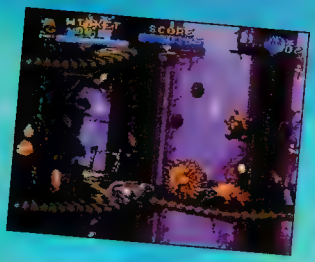


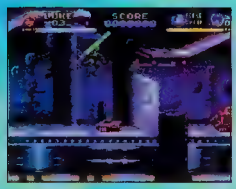
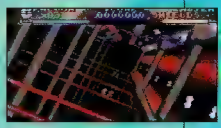
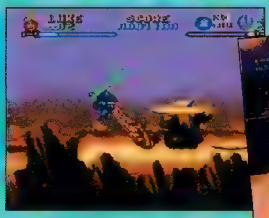
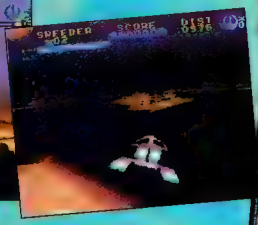
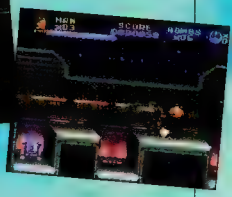
KONG'S KOUNTRY

Kong krashes all over this krazy kountry.

Super Return of the Jedi

Super NES



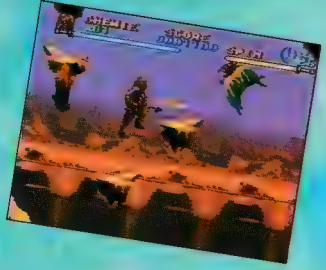
The final game in one of the best video game action/adventure series ever, Super Return of the Jedi is packed with new features that make it even more stellar than Super Star Wars and Super Empire Strikes Back.

In 19 huge levels of play, the 16-meg action closely mirrors the plot of the film *Return of the Jedi* – including battles in the Forests of Endor, the Death Star, Jabba the Hut's Lair, and even the famous Speeder Bike chase scene. The game play varies from side-scrolling platform battles to forward-scrolling, first-person flying action with cool 3D graphics and gorgeous Mode 7 effects.

Best of all, in addition to the original three character choices (Han, Luke, and Chewie), players also fight as Leia and an Ewok. Gamers looking for the complete experience will want to crank up John Williams's powerful original tunes from the movie – they sound great on this cart.

By JVC

Available November

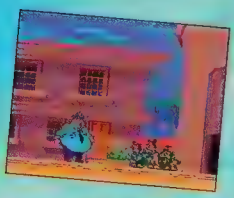


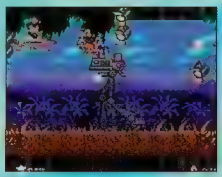
Animaniacs

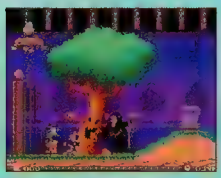
Super NES

Wakko, Yakko, and Dot, the cartoon stars of Warner Brothers *Animaniacs* are making their debut in, as they put it, "interactive audiovisual entertainment." The trio is cut loose on the lot at Warner Brothers, and they're wreaking havoc on the different sound stages. Romp through movie locales like Space Wars, Bungle in the Jungle, and Remember the A La Mode in this platform-style action/adventure cart. Each Animaniac has a different ability, and you swap around the skills in this one-player cart so that the leader can use them all.

By Konami
Available November







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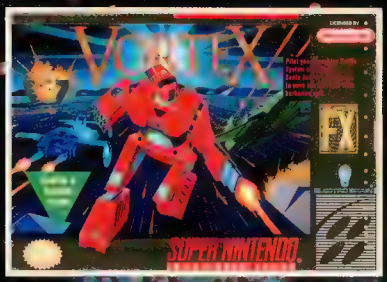

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ELECTRO BRAIN

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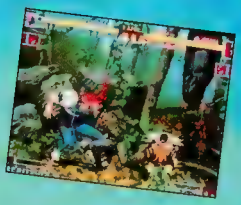
King of Fighters '94

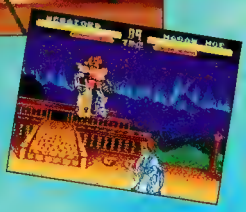
SNK's made a fighting name for themselves with hits like Fatal Fury Special, Art of Fighting, and Samurai Shodown. King of Fighters '94, its latest fighting game, boasts an unprecedented 24 fighters. In addition to the standard two-player character-versus-character fighting, players can fight in teams of three characters from eight different countries. The battle ends when all three fighters on a team run out of energy, so winning requires a whole new set of strategies because you must coordinate each fighter's regular and special moves to create the strongest team.

By SNK
Available Now



Power Rangers

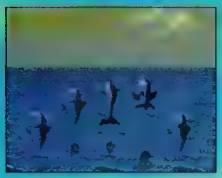
Fighting games are hot, and so are the Power Rangers. So the inevitable has happened – a Power Rangers fighting game. In this 16-meg, two-player, head-to-head fighting cart, players can fight as any of the five Rangers, the three Power Zords, or, in the two-player mode, even the enemy characters. The fighting action is similar to other fighting games – each character has a repertoire of special and standard moves and tries to annihilate their opponent before time runs out.



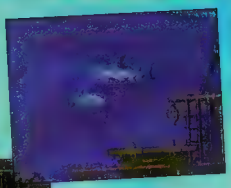
Players can adjust difficulty, time, and control settings, and, in the one-player mode, play through a scenario that includes cinematic scenes and a Power Rangers story line.

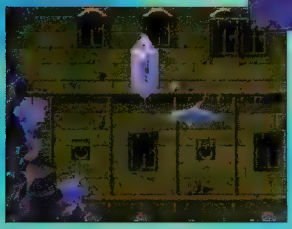
By Sega
Available November

Ecco: The Tides of Time



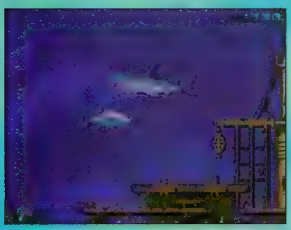
The biggest star of the undersea world since Flipper and Ariel returns in another seaworthy action/adventure. Varied styles of play, puzzles, and an enchanting story line that includes the elusive Vortex are

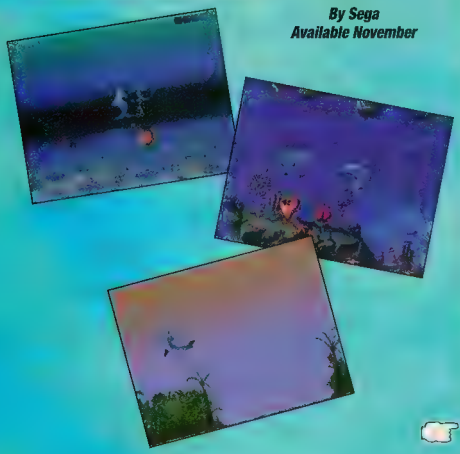




blended with captivating graphics that outshine those in the first Ecco. Look for some outstanding 3D tunnel-traveling sequences. Ecco also has a new friend, Trellia, accompanying him on his quest, and he can morph into sea creatures like sharks and sea gulls – a strategic skill when he gets into tough predicaments. As challenging and bewitching as the original, Tides of Time'll put you undersea for hours and hours.

By Sega
Available November





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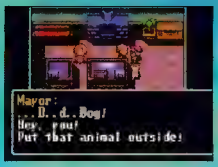
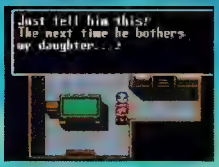
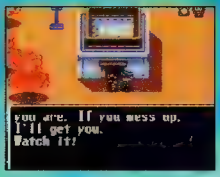
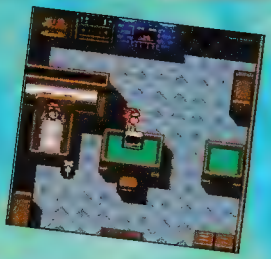
Robotrek — Super NES

That master of role-play adventures, Enix, is ready to rocket you into the far reaches of outer space for a one-player RPG with a science-fiction theme. A band of Hackers has invaded Rococo, and you must save your home world by figuring out what they want. In a nice twist on standard RPG elements, members of your party include Robots instead of Wizards: You don't heal them, you clean them! During play, you maneuver using the overhead-view field and world maps and enter into battle with a side-view battle screen. The small, cartoon-style sprites resemble Secret of Mana.





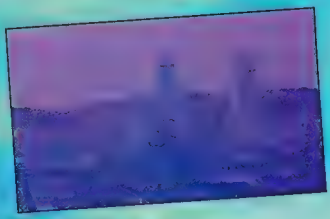




By Enix
Available November

MegaRace — Sega CD

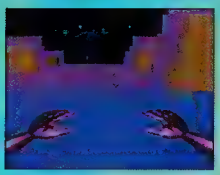
Virtual TV, virtual racing, virtual fun? Not! MegaRace is futuristic racing competition with rendered 3D graphics that provide a first-person perspective on the action. The fastest isn't best in the future; driving skills and aggression are crucial as you try to ram your challenger into oblivion. Choose your vehicle and customize it with different weaponry and other special items. Once the two-player racing begins, you'll have to carefully hoard your resources if you want to survive on each of the nine tracks.

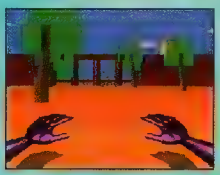


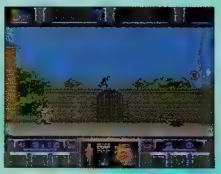
By Mindscape
Available December

Lawnmower Man — Genesis — Sega CD

Based on the flick of the same name, Lawnmower Man puts you in the role of Dr. Angelo or Carlo as you struggle to prevent CyberJobe and his assorted virtual cohorts from wreaking havoc on humankind. The two-player action/arcade game play includes 3D driving, flying, puzzle, and platform levels. Digitized graphics from the movie are combined with polygon graphics in the action scenes. FCI has an interesting Sega CD version in the works, but no distributor has been set, so its release date is up in the air.



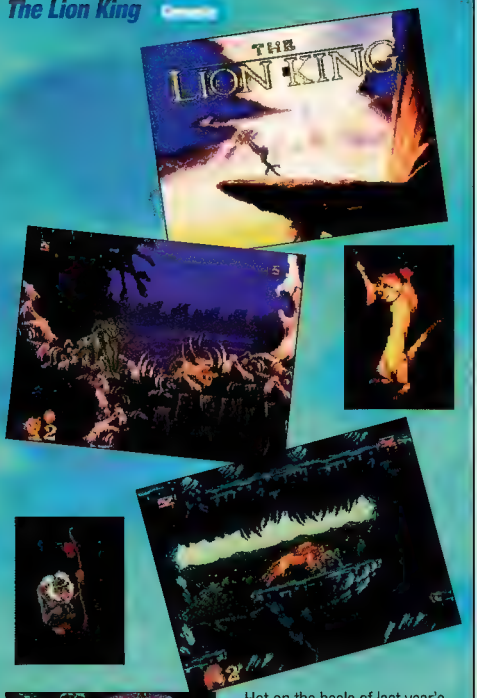


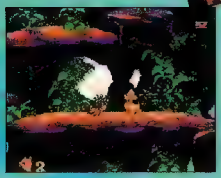


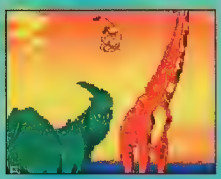
Genesis:
By Time Warner Interactive
Available October

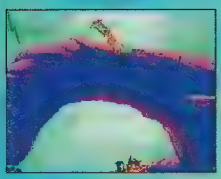
Sega CD:
By FCI
Release date not available

The Lion King









Hot on the heels of last year's Disney's Aladdin for the Genesis, Disney and Virgin have again teamed up to bring *The Lion King* to video game life (see Super NES ProReview, page 116). This 24-meg cart traces the life of Simba – from his days as a carefree cub to his final battle to recapture his kingdom, Pride Rock. The game play includes traditional platform action as well as 3D scrolling areas like the wildebeest stampede. Simba moves with great realism, and, as he grows, players must learn new techniques. Disney animators created more than 2000 new animation cels just for the game, and the graphics have that superior Disney magic. The score includes all of the original tunes from the movie, plus two songs created just for the game.

By Virgin/Disney
Available November

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IN SEARCH OF THE NEXT LEVEL

The next level of video games is here, but it's not what you might think.

New Hardware Not Necessary

For years you've been promised the next level of video games. Some companies like 3DO and Atari claim that their game systems are at the next level. Sega has claimed for years that their game systems are the next level. They also have said that the Sega CD and 32X will be the next level, at least until the Saturn comes along. Why don't they level with you? Because the next level isn't necessarily a matter of high-priced new gear that will be obsolete almost before it leaves the package. Nintendo looked at it the other way around. Instead of engineering a new system every six months, why not improve today's games through new software development techniques? The result is Donkey Kong Country—the next level of video game sophistication, programming wizardry and total fun. And you can plug it into your Super NES Control Deck this fall. No gadgets. No gimmicks.

16-Bits Is Enough

Nintendo built a new kind of game in Donkey Kong Country—a game that looks so much better than anything yet available on the high-end platforms that people can't believe you play it on the Super NES. Believe it. At last summer's CES show in Chicago, showgoers insisted that there must be some sort of trick, like they expected to see a guy behind a curtain pulling levers.

Advertisement

You won't need a special adaptor or a Swiss bank account to play Donkey Kong Country. (All you need is fast feet to get you to the store before the stampede.)

They kept asking what "chip" it used. The beauty of DK Country is that it doesn't use any special hardware, just awesome programming, and it doesn't need an expensive booster like Sega's 32X for the Genesis because the Super NES already has the basic equipment that can deliver incredible graphics and sound. No one thought that it was possible to put fully rendered computer animation on a 16-bit video game, but then Nintendo did it. Now the industry is rushing to catch up to the new standard that Donkey Kong Country has set.

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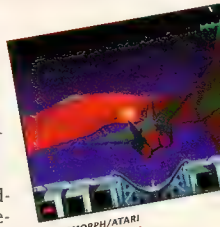
Beyond The Hype

Most game companies thought that the next level of games would use digitized graphics on a CD-ROM drive. That's the hype behind multimedia systems promising new interactive experiences. But as anyone who has played most multimedia CD-ROM games can tell you, the experience doesn't live up to the hype. What's wrong with multimedia? CD-ROM is inherently slow and digitized animation is very limiting because real subjects are expensive to film and limited in what they can do. What's more, even with more than 500 megabytes of memory, you are limited to a frustratingly small amount of video animation. For true game creativity, you need to take a step beyond digitization to fully rendered computer animations. What that means is that you can create any character imaginable in three dimensions and the computer can move it any way you want, turn it at any angle and place it on any background. The technique is called Advanced Computer Modeling (ACM), and the result is a far more lifelike game experience. That's how Donkey Kong Country was made and it promises to be the future of video games.

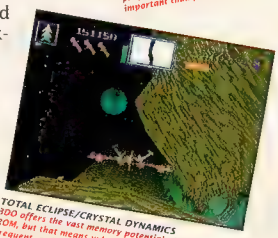
Many elements of Donkey Kong Country—like Diddy Kong—existed in 3D perspectives for the game developers at Rare Ltd. to manipulate.

Talking The Big Numbers

Both 3DO and Atari aspired to create the ultimate high-end video game system. Not only did each of the two new systems promise an evolutionary step up to the next level of gaming, the hardware featured some big numbers. Both systems claimed fast processing and enhanced graphics. But raw processing power doesn't make a great game. In fact, the most impressive numbers are the high end retail price tags of the systems—$250 for the Jag and a whopping $400 for the 3DO. So far there haven't been many games released for these new systems because the platforms haven't sold well. It seems that game players aren't convinced that 3DO and Jaguar represent the next level any more than the slow-selling Sega CD. As for Sega's 32X adapter, how many games do you suppose will be made for a tacked-on system with a life-expectancy of maybe a year? It's simple. The Super NES still has the best games in the world and it won't bankrupt you. Sometimes the grass (not to mention your wallet) is greener where you're at right now.



CYBERMORPH/ATARI Jaguar may have more processing speed, but DK Country on the Super NES graphically outperforms Jag games released so far. Why? Because programming is more important than power

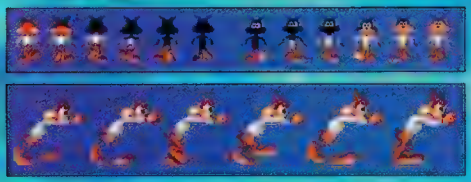


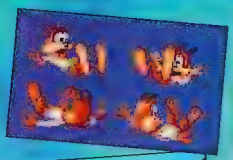
TOTAL ECLIPSE/CRYSTAL DYNAMICS 3DO offers the vast memory potential of CD-ROM, but that means video games are subject to frequent, awkward access pauses. For the price of the system you'd expect to be able to buy games as good as DK Country. Think again.

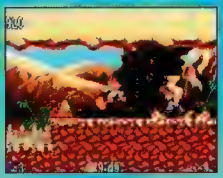
Advertisement

Bubsy

Jaguar





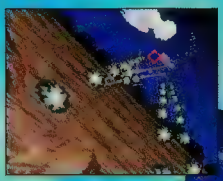


Those strung-out aliens, the Woolies, are back with yet another insidious plot to make life one big hairball for Bubsy. This time, the humorous bobcat with the usual chip on his shoulder must prevent the distortion of the world's fairy tales in 15 levels of platform action/adventure. This one-player cart is Bubsy's first foray into 64-bit entertainment, and he's dogged by an entirely new cast of enemy characters.

By Atari
Available Christmas '94

Blue Lightning

Jaguar

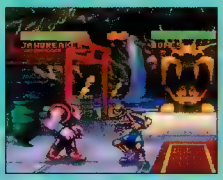


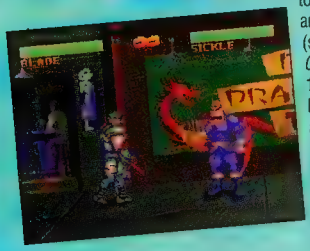
Remember Blue Lightning for the Lynx? The one-player flight sim is taking off again on the Jaguar. As a pilot in a UN Squadron, you fly four missions around the globe. Choose from a variety of planes and soar into two different kinds of action. During Air Missions, you fire away against other planes in head-to-head dogfights. Ground Missions require you to destroy ground targets like helicopters and tanks. The Jaguar's graphical abilities should make the action especially realistic.

By Atari
Available Christmas '94

Double Dragon V

Jaguar





Two of the original video game stars, Billy and Jimmy Lee, will appear on the Jaguar in an adventure that's nearly identical to the Super Nintendo and Genesis versions (see ProReview, *GamePro*, August 1994). The side-view, head-to-head fighting action lets you choose from 12 characters, each with the usual repertoire of special moves and standard techniques.

By Williams Entertainment
Available December

Troy Aikman NFL Football

Jaguar

When Troy Aikman takes to the gridiron in this two-player game, he'll be backed by 28 NFL teams with official logos (but no real players). The game boasts the ability to create your own offensive or defensive plays, or you can choose from more than 80 of Aikman's favorites. Along with the normal full-season play, options include customizing a season, playing in Coach mode, buying a team, and even setting players' salaries. No salary-cap problems here!

By Williams Entertainment
Available December

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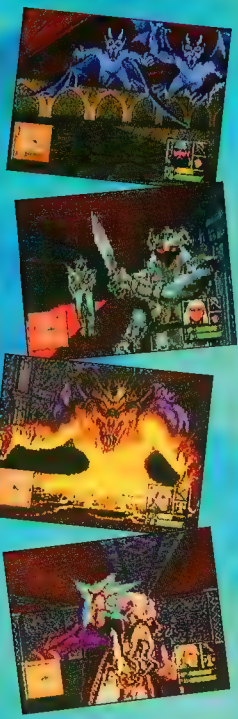
SUPER NINTENDO ENTERTAINMENT SYSTEM

GENESIS

Acclaim

Slayer

3DO



Love exploring dungeons? Slayer might be your ultimate one-player role-play adventure. Create your own character and choose from Dwarves, Elves, Humans, and more in different classes like Clerics, Paladins, Thieves, or Fighters. Customize a dungeon and then venture into battle against slimy dungeon denizens. Cast spells and defend yourself with different weapons. You can't leave bread crumbs behind, so map the dungeon yourself or save a tree and take advantage of the automapping feature.

By Strategic Simulations
Available December

Off-World Interceptor

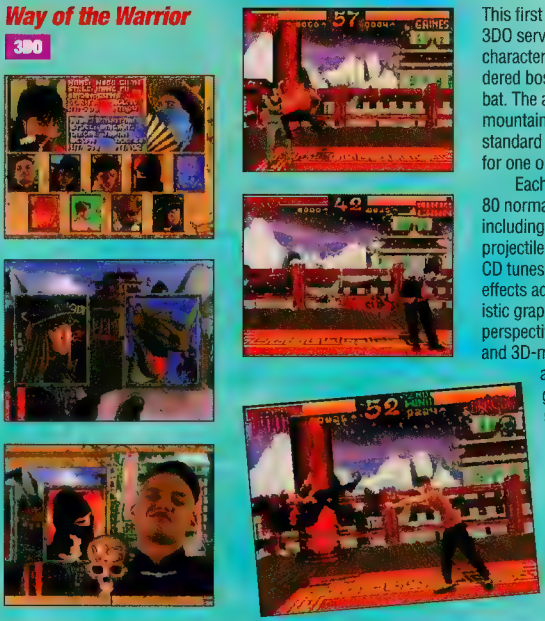
3DO

Climb behind the wheel of a futuristic off-road vehicle and hit the intergalactic road in brutal two-player off-world racing. You're an interplanetary bounty hunter who crosses six vicious alien worlds, each with different car-grinding terrain, including jumps, tunnels, hurdles, craters, and dangerous aliens. The off-road action's a kick in the seat, especially when you take a gander at the texture-mapped 3D polygon graphics that 3DO does so well.

By Crystal Dynamics
Available September

Way of the Warrior

3DO



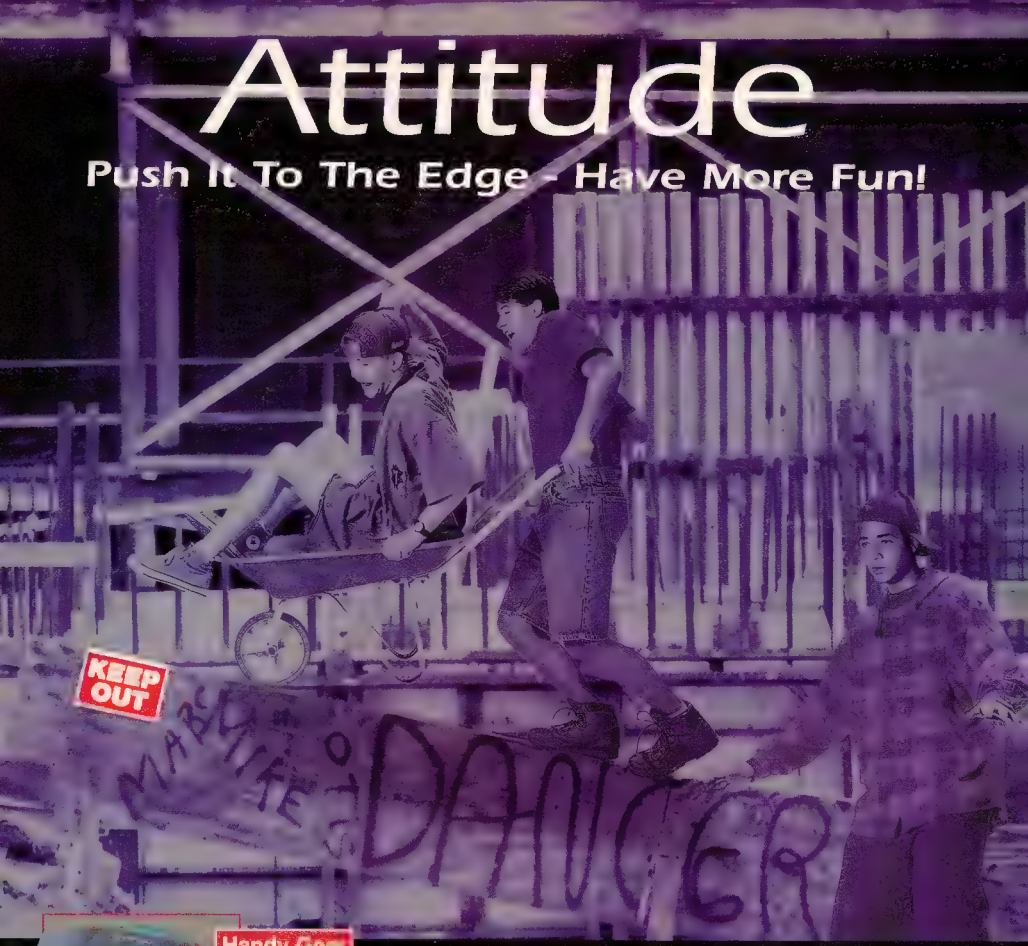
This first fighting game for 3DO serves up nine digitized characters and two 3D rendered bosses, á la Mortal Kombat. The action, set in a mountain fortress, includes standard head-to-head fighting for one or two players.

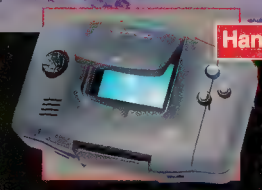
Each character has 60 to 80 normal and special moves, including kicks, grabs, throws, projectile attacks, and more. CD tunes and slick sound effects add oomph to the realistic graphics. Scaling, unusual perspectives, weather effects, and 3D-modeled backgrounds are just a few of the graphical treats in store for you – not to mention killer fatality moves with realistic blood and gore.

By Universal Interactive Studios
Available November

Attitude

Push It To The Edge - Have More Fun!





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By STD

You're RACING HEAD-TO-HEAD with a ball bustin'
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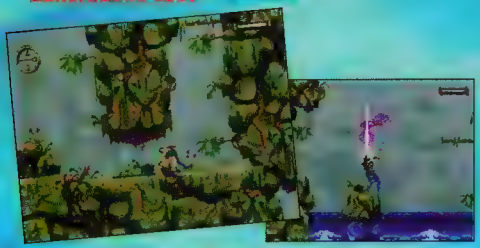
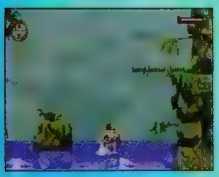
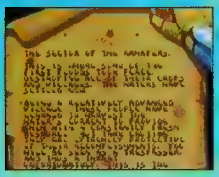






In this eight-meg fantasy action/adventure, you journey across a strange land as Monobe, battling mutants, exploring villages, and discovering how to activate a special high-tech suit bequeathed to you by a wise man. The one-player game has Flashback-style game play and graphics, and Monobe discovers unique power-ups and magic as the game advances. An unusual, eerie soundtrack rounds out the game's atmosphere.

By Time Warner Interactive
Available November

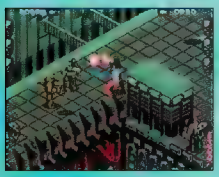
World Championship Rally

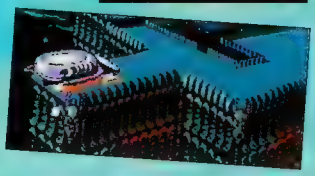
Super NES | Sega CD

Arcade-style racing action powers two different versions of this World Championship Rally simulation. When the race begins, up to four players climb behind the wheel of a customized rally car. Brutal conditions reign, including night and day driving and varied weather conditions. The SNES cart includes five different tracks, while the Sega CD utilizes digitized footage from the world's toughest rally tracks and all 35 stages of the real Rally.

By JVC
Available December

Skeleton Krew





If you loved Smash TV and Arcus Odyssey, you'll probably enjoy this cart's run-n-gun action. The Skeleton Krew is called into action to clean up Monstro City's evil cryogenic mutant population. During the one- or two-player simultaneous action, Krew team members crash through eight levels on foot, in a tank, aboard a jet ski, and in a submarine.

By Time Warner Interactive
Available November

Doom

32X

In the 32X version of the PC classic, you're playing in Hell...no...really, you are! You roam the fiery depths from a first-person perspective similar to Wolfenstein 3-D. Your mission is to – what else? – fight your way out. While battling Hell's denizens, you search for better weapons, stronger armor, secret areas, and passages. Doom for the 32X includes most of the PC version's special levels and stages, and the 32X boasts the power to display the same gory graphics as the original, so expect an MA-17 rating on this one.

By Sega
Available November

We're still working on the
"Golf Cart Joy Ride & Crash" feature.
Other than that, it's perfect.

LINKS

the challenge of golf

Links for **Sega CD** is the most realistic, outrageously [illegible] golf game available.

Select from any of **Links**' 10 courses. Torrey Pines exactly [illegible] computer-graphic glasses you'll be in every tee, fairway, water, bunker and hazard, where the ball lands, and gives you an accurate view of your next shot. It's so life-like, you can almost smell the trees. (That's a good thing).

And as you'd expect from any decent golf game, **Links** features:
- Tournament play
- Practice mode, Front 9, Back 9
- Instant Replays
- Save player info

But then, **Links** goes far beyond any other golf game to give you in-depth golf features like:
- 4 to 8 players (sorry, other games can only handle up to 4)
- Full support of The Sega CD's [illegible] the most accurate, realistic and thrilling experience available
- Aerial fly-overs of each hole so realistic you may get airsick
- Running stats on how many fish you've hit when your ball lands in the water

Okay, so I'm not telling about the last feature.

But as you can see, **Links** for **Sega CD** is the closest thing to perfection when it comes to golf games. So you can bet that if any game comes out with a "Golf Cart Donuts On The Fairway" feature in the future, it'll be **Links**.

Virgin

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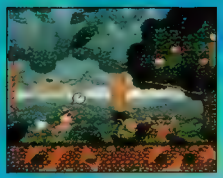
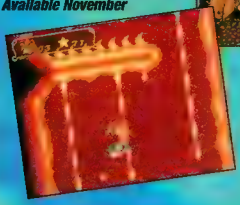
Ardy Lightfoot

Super NES

All seven colors in the rainbow are lost, and Ardy's gotta find 'em. Help him out in this one-player action/adventure puzzler. As he explores each of the ten stages in this eight-meg game, he must figure out how to get past the obstacles in the right order using stones, bombs, and more.

By Titus
Available November





Litil Divil

In five levels of devilish action/adventure, one player tries to steer Mutt, an offbeat little demon, through The Labyrinth of Chaos. Mutt's trying to recover a Mystical Pizza of Plenty before a nasty creature called "The Entity" drags him off to his torture chamber.

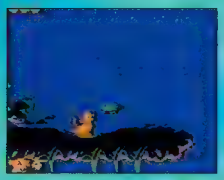
By Philips
Available Now

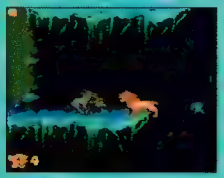
Lion King

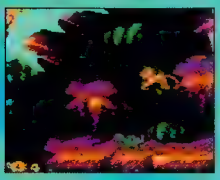
Game Gear

Simba, King of Pride Rock, stakes a claim for the Game Gear in this handheld action/adventure for one player. The side-scrolling platform play follows the plot of the animated Disney movie, including Simba's growth from cub to lion.

By Sega
Available November

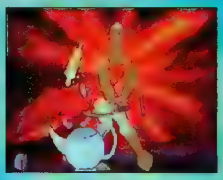






Dragon's Lair II

Dirk the Daring, dashing Knight and creation of famous animator Don Bluth, is back in a sequel to the original Dragon's Lair classic. Evil Mordroc has returned, and, in this graphic adventure-style game, one player guides Dirk in search of the kidnapped Daphne once again. The Digital Video cartridge is required to enjoy this game's arcade-quality graphics.



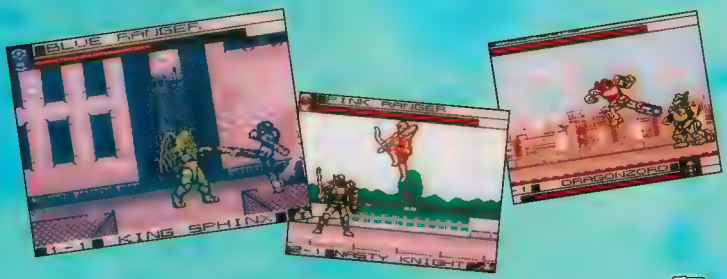
By Philips
Available Fall '94

Power Rangers

Game Gear

The four-meg handheld version of the Rangers' game boasts the same head-to-head fighting as the Genesis cart – including a two-player Gear-to-Gear mode. Fight as any of the five Power Rangers, the three Power Zords, and the seven enemy characters.

By Sega
Available November



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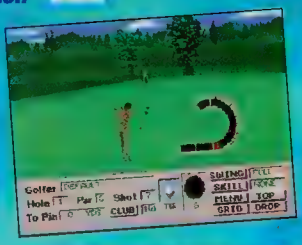
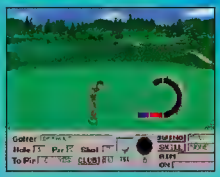
Payne Stewart Golf

Classy dresser Payne Stewart loans his moniker to this 16-meg golf game with 3D graphics that show you the contours of each hole. Two players tee off for Stroke or Match play and Skins or Tournament games. Drive through a course designed by Arnold Palmer or test out the course designed by the Time Warner Interactive staff.

By Time Warner Interactive
Available November

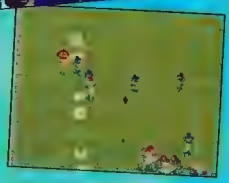




NFL '95

This year's Genesis football cart from Sega boasts an entirely new football engine. The cart kicks off with four-player action, 28 NFL teams with real players and real logos, and the 1994 rosters. Other new features include a new 65-yard downfield passing view, plus trading players, building and saving your dream team, and even trash-talking.

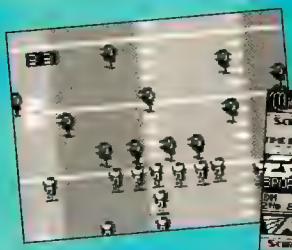
By Sega
Available November

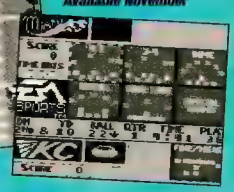


Madden '95 — Game Boy

T•HQ's nabbed all of EA Sports's classic sports titles and is punting them into the handheld arena. One of the first, Madden '95, takes the classic 16-bit Madden NFL '94 game and stuffs it into a four-meg Game Boy cart. The one-player gridiron action includes 80 teams, more than 200 plays, and Super Game Boy compatibility.

By T•HQ
Available November

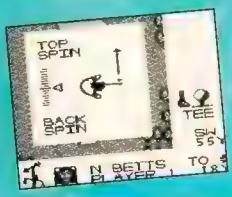




Sports Illustrated Golf Classic — Game Boy

T•HQ's ready to tee off with *Sports Illustrated* in a pocket-sized golf cart for one or two players. This two-meg cart has standard golf action, instant-replay and password features, close-up views of the green, and works with a Super Game Boy.

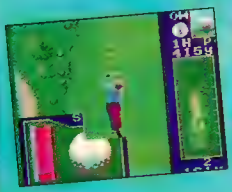
By T•HQ
Available November



Fred Couples Golf — Game Gear

Golf pro Fred Couples teamed up with Sega to bring you four courses of handheld golf. Up to four players can play as Fred or three other golfers in Stroke, Match, and Tournament modes of play.

By Sega
Available November



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Quick Hits

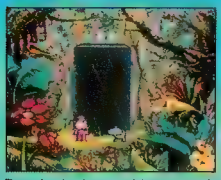
The Punisher

Capcom's classic arcade game is coming to the Genesis in a 16-meg cart starring Frank Castle, the Punisher. The two-player action includes special attacks and a variety of weapons.

By Capcom
Available November

Panic

Sega CD

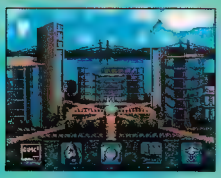


Popular in Japan, this unusual game asks players to solve humorous, offbeat puzzles by finding the solution that lets the main character escape from each of the hundreds of rooms in the game.

By Data East
Available October

Star Fleet Academy

Super NES



As a Star Fleet Cadet, you must complete realistic space missions to graduate and become a Federation Officer.

By Interplay
Available November

The Tick

Super NES

Fox's animated show *The Tick* appears this fall, and this spin-off game stars its 400-pound arachnid superhero as he takes on the world's villains in 44 stages of arcade-style action.

By Fox Interactive
Available November

The PageMaster

Super NES

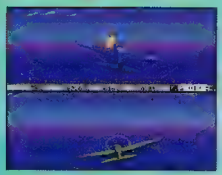
Super Game Boy

Join Richard Tyler (a.k.a. Macaulay Culkin in the movie) as he travels through such classic literature as Frankenstein and the Big Bad Wolf. The game includes 3D flying sequences and hidden areas.

By Fox Interactive
Available November

Carrier Aces

Super NES

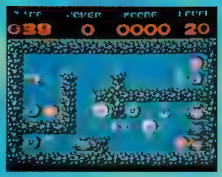


This cart has World War II air battles for one or two players. The missions include bomb runs, dogfights, and other realistic battle simulations.

By Gametek
Available December

The Brainies

Super NES



In this action/adventure puzzler, you try to maneuver the Brainies, fluffy little aliens, back to their sleeping pads in 100 brain-busting levels.

By Titus
Available November

Stellar Assault

32X

Space, the final frontier. Scratch that space-jockey itch with shootin' action that's illustrated with 3D polygon graphics.

By Sega
Available Christmas '94

Future Zone

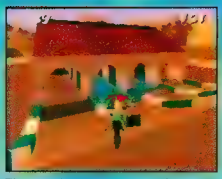
Super NES

Future Zone's action/adventure play sends the player through 16 futuristic levels, including 3D mazes, virtual flight simulation, hand-to-hand combat, and traditional platform play.

By Electro Brain
Available First Quarter '95

Dirt Trax FX

Super NES



Electro Brain's second SFX-chip game, Dirt Trax rips with 25 dirt-bike racing tracks, circuit and time-trial modes, four types of motorcycles, and eight racers.

By Electro Brain
Available December

Super Motocross

32X

Get on your bad motor scooter and hit the hills for dirt-bike motocross action. Digitized 3D graphics give this game a thrillin' perspective.

By Sega
Available Christmas '94

Metal Head

32X

Guide a mech warrior through futuristic cityscapes. The explosive high-tech battle includes 3D polygons and awesome graphics.

By Sega
Available Christmas '94

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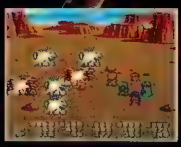

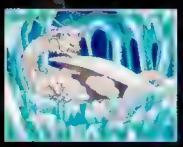

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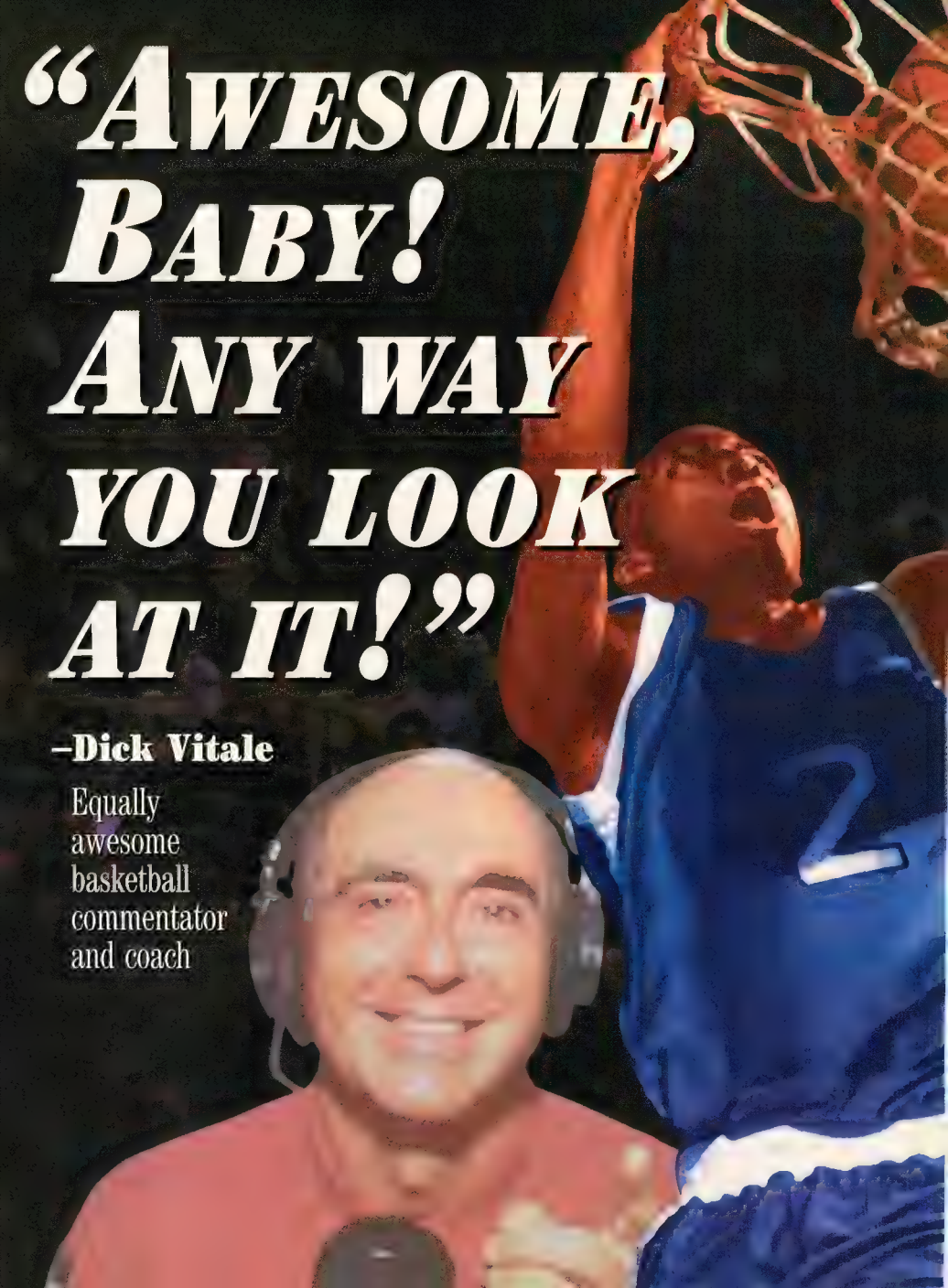
"Awesome, Baby! Any way you look at it!"

–Dick Vitale

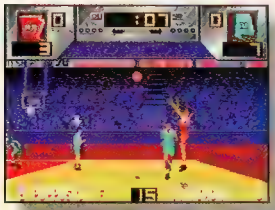
Equally awesome basketball commentator and coach



Here's the only Genesis™ basketball game with a *3-D rotating court* – and me, *Dick Vitale!*

I live and breathe college hoops. I eat it, I sleep it, I drink it, I love it, I need it. And now you can too – 24 hours a day, 365 days a year. The folks at Time Warner Interactive have created a college basketball game that's so much like the real thing, I can't believe it!

The game's so awesome, I'm proud to have my name on it. Just check out all the prime time features of ***Dick Vitale's "AWESOME, BABY!" College Hoops:***



- A 3-D scaling and rotating court puts you *in* the game, not just watching from the sidelines.
- Real on-court sounds and commentary from yours truly. You can even use my plays from my college and pro coaching days.

- Real college basketball action and rules with 32 teams in 4 conferences. Choose from Tournament, 2-on-2 Slamfest and Single game modes with 6 speeds and 3 difficulty settings.
- 5-man teams with real moves: ball stealing, behind-the-back passes, lay-ups, hook shots, power slam dunks, reverse slams and monster 3-pointers.

Play it and you'll be screaming,
"Awesome, Baby – with a capital A!"

Dick Vitale

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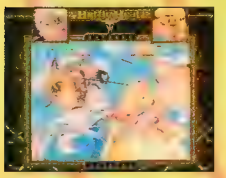
THE NEWEST PLAYERS TO ENTER THE HIGH-STAKES COMPETITION OVER THE NEXT-GENERATION VIDEO GAME HARDWARE, NEC AND BANDAI STEP ONTO THE FIELD WITH BIG-LEAGUE TECHNOLOGY.

By The Trackman in Japan

Sega's Saturn, Sony's PlayStation, and Panasonic's 3DO Multiplayer aren't alone in bringing new technology and high power to the world of video gaming. NEC and Bandai are the next companies to climb into the battle royale for the next generation.

NEC-FX

Scheduled for a Fall 1994 release alongside the Saturn and PlayStation, NEC is moving on up with the 32-bit NEC-FX. Without using a polygon-generating graphics chip like other next-generation machines, the FX will bring animated characters to life at a scorching 30 frames per second (as fast as a TV cartoon) and will command a maximum of 16 million colors. The unit will refine its eye-catching display with built-in JPEG compression, a graphics-processing technique that saps some overall processing speed to put more punch into animation. NEC plans on using the high-quality visuals, CD music support, CD movie-playing capability, and Photo CD support to appeal to an older game-playing audience. Even the FX's controller will sport a sophisticated look with eight action buttons and a standard directional pad, vying with the PlayStation for the "most finger-damaging control pad" honors.



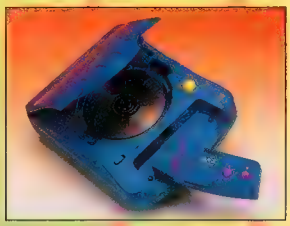
NEC plans to make knockout FX graphics.

Battle Heat strives to add flair to fighting-game graphics.

One announced game, Battle Heat, combines cinematic Japanese anime-style animation, sophisticated dialogue, and of course, crystal-clear CD sound with fighting-game action. A second game, FX Fighter, features one-on-one combat with a Virtua Fighter look but rendered character graphics.

NEC doesn't appear to be just jumping on the 32-bit bandwagon. The FX could be here to play.

NEC hopes the 32-bit FX will appeal to sophisticated gamers.



The BA-X will support two infrared remote controllers.

BANDAI BA-X

Sega, Sony, Nintendo, 3DO, and NEC may command much of the new-system spotlight, but they should keep their eyes on the dark horse of the bunch...Bandai! The Bandai BA-X is sort of hard to explain – not because it's purple (though that's hard to explain, too) – but because it isn't a dedicated game machine.

Billed as the "one machine for one-family multimedia" here in Japan, the BA-X will emphasize CD movies, CD music, karaoke, and interactive videos. Instead of traditional video game formats, the interactive videos will include entertainment such as adventure role-playing games, educational software, quiz games, and interactive comics.

Bandai plans to create interactive video CDs that don't follow traditional video game design.

Bandai, the world's largest toy maker, holds the licenses to such popular comic characters as the Dragonball series, Ultraman, and the Mighty Morphin' Power Rangers, so expect BA-X products featuring those hot characters.

I CAN'T STAND EA SPORTS.

I'm bustin' my tail to keep my average around .250 and they put you in the majors. Come hang with your new pals

CANSECO, GWYNN & THOMAS.

Played some Tee-Ball? Come on down, man, you're playin' the real thing, not just hittin' and pitchin'. You're runnin', scratchin', throwin', spittin', stealin'. Never spent a day in the minors, but you're dingin' McDowell's fast ball off the

GREEN MONSTER.

Smack. Blastin' Maddux's curve over the ivy. Gone. You're in the show. Watchin' 'em fly out from

BEHIND THE MOUND

or the

BATTER'S BOX. PILIN'

UP SEASON STATS.

Like Piazza or Belle, tryin' to snatch that MVP award from Bonds. And me? I'm wearin' my underwear inside out, trying to break out of this slump.

MAN, THIS GAME blows.

ANONYMOUS
-utility player

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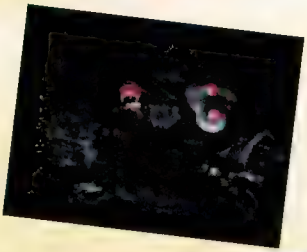
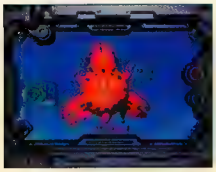
REAL GAMES FROM PANASONIC

By Game Over Man

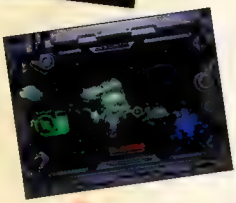
Panasonic is getting into the games business! To support its REAL 3DO Multiplayer, the system manufacturer has acquired three Japanese games and plans to release them on the Panasonic label in America. Here's a preview of the games due this fall.



BURNING SOLDIER

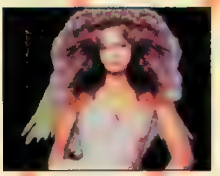


In the year 2095, Mars is history, and Earth is about to become old news. Aggressive aliens have invaded the solar system, and it looks like a job for a 3DO shooter! Burning Soldier flames across 18 stages, and its pulse-pounding outer-space graphics will take you for an awesome ride. Although your space interceptor, Strike Fighter, is flying on auto-pilot, you whip a gunsight cursor around the screen to blast invading starships.



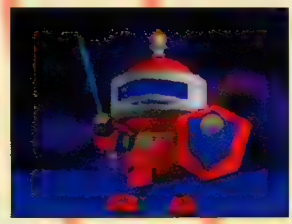
By Pack-in-Video
Available Now

GUARDIAN WAR

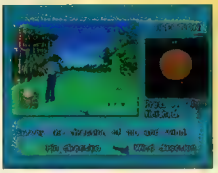


The first 3DO role-playing game, Guardian War is cast in the classic RPG mold. Players guide the Golem warriors on a quest to save their kingdom from the evil Azral and his minions. Characters build up assets such as hit points and experience points, and the combat system is turn based. You even get squat, blocky character graphics...rendered polygons, of course.

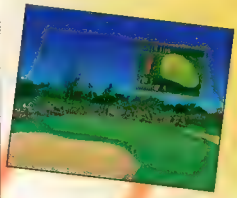
By Micro Cabin
Available October



WAIALAE COUNTRY CLUB



Waialae is actually the second 3DO game introduced by Panasonic from T&E Soft's True Golf Classic series; Pebble Beach was the first. You play 18 holes on a computer-simulated course based on the actual Waialae Country Club in Hawaii. Fairways, bunkers, greens, and roughs sport the actual course topography and local environmental conditions. Aerial-view video images of the Waialae course and narration guide your game play. G



By T&E Soft
Available October

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* SRS (•) technology won the prestigious "Ultimate" award from *Game Players* magazine in July 1993.

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RETAIL VISION 1994 Winner Best Product

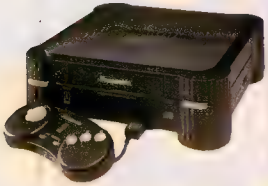
INNOVATIONS

ProNews

3DO Powers Up

In an effort to remain competitive with upcoming hardware entries, **The 3DO Company** has announced plans for the **M2 Accelerator**, an add-on to the 3DO Multiplayer. The Accelerator will increase the machine's performance from 32 bit to 64 bit. The plans call for the development of a chip with a custom PowerPC microprocessor coupled with multiple graphics and sound processors. IBM and Motorola will assist in the development by engineering and manufacturing the chip.

Best of all, the new microprocessor will use the Multiplayer's operating system and development tools, so old games will play on the new hardware and programmers won't have to learn a new system. "We don't think the consumer should have to start over just because there are new technical breakthroughs every few years," said Trip Hawkins, 3DO's president and CEO. 3DO expects compatible products to be introduced in late 1995.



By this time next year, 3DO will give its Interactive Multiplayer a PowerPC boost.

Nintendo Loses Suit

A company that filed for bankruptcy in 1983 has prevailed in a lawsuit against **Nintendo of America** – to the tune of a $208.3 million award from a federal jury. According to a Newsbytes report, **Alpex Computer Corporation**, a now-dissolved company, advised in 1983 more than 70 companies of its plans to sue companies that infringed on its patents.

In this case, filed in 1986, the patent identified technology for displaying bitmapped images. Most companies had settled out of court for far less than the figure Nintendo must pay, but Nintendo doesn't intend to make any withdrawals from its bank accounts just yet. Howard Lincoln, Nintendo's chairman, called the verdict "preposterous" and claimed the patents had expired. Another spokesperson said the decision will be appealed.

Hasbro Redux

GamePro told you in April 1994 that **Hasbro** bought approximately 1.5 million shares of Virgin Interactive Entertainment, then worth about $25 million. The story has gotten more confusing: Hasbro has exchanged those shares for 1.3 million shares of Blockbuster Entertainment Corp.

Hasbro and Blockbuster have agreed to form an interactive partnership, which could lead to the VR game system Hasbro is rumored to be developing.

Blockbuster Crowns Champs

The first **Blockbuster Video 1994 World Game Championship** attracted more than 220,000 players worldwide, which was whittled down to 230 finalists who met in Fort Lauderdale, Florida, for the final playoff. When the dust settled, Fred Doughty of Baltimore, Maryland, was named the Genesis champ and Mark Guinane of Manchester, Massachusetts, became the SNES champ.

The competition at the Blockbuster Video World Game Championship in Florida was hot and heavy.

The event also offered attendees the chance to play upcoming games from more than 30 game companies and meet celebrities like Jenna von Oy (from TV's *Blossom*), Olympic skiing gold medalist Tommy Moe, NBA player Glen Rice, and Jonathan Taylor Thomas (from TV's *Home Improvement*).

Check future issues of *GamePro* for details of the champions' trip to the San Francisco area to visit the *GamePro* office, where they'll be editors for a day and review a game for the magazine. They'll also visit Electronic Arts and Capcom and be digitized into a future "Strike" game by EA.

Fighter's History Fight Continues

Capcom and **Data East** have each done their share of fighting games, and now they're set to have a fight of their own – in the Northern district court of California. As previously reported ("ProNews," *GamePro*, June 1994), the pair were headed to court over claims by Capcom that Data East allegedly had, according to Capcom's general

The courts will decide soon if Fighter's History (SNES version shown) is too close to SF II.

Troy Aikman NFL Football

Williams Entertainment shot a commercial for Troy Aikman NFL Football and gave GamePro *some behind-the-scenes glimpses of the action. Two-time Super Bowler Aikman said that participating in development of a video game was a "neat thing...I do believe that the people will like what they see." Former coach Jimmy Johnson even stopped by for a cameo and called Aikman "the finest quarterback in the game today." Let's hope Troy's game does as well.*

NINTENDO GAMES

We Sell Used	
10 Yard Fight	$4
8 Eyes	5
720	5
1942	7
1943	10
Abadox	5
Addams Family	22
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Adv Dino Riki	5
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Silk Worm	7
Silver Surfer	7
Simpsons-B vs SM	9
Simpsons-B vs Wrld	10
Simpsons-B vs RM	16
Skate Or Die 1	4
Skate Or Die 2	7
Ski Or Die	13
Skull & Crsbns	6
Sky Kid	4
Sky Shark	4
Slalom	4
Smash TV	6
Snake Rattle	6
Snakes Revenge	4
Snoopy Sports	12
Soccer	7
Solar Jetman	4
Solitaire	30
Solomans Key	4
Solstice	4
Space Shuttle	16
Spelunker	5
Spiderman Sin 6	15
Spiritual Warfare	25
Spot The Game	10
Spy Hunter	4
Spy vs Spy	4
Star Force	3
Star Soldier	4
Star Trek	22
Star Trek Next Gen	40
Star Tropics	8
Star Tropics 2	30
Star Voyager	4
Star Wars	20
Stealth	4
Stinger	4
Street Cops	12
Street Fighter	10
Strider	4
Stunt Kids	20
Superman	9
Supr Contra	7
Supr Jeopardy	22
Supr Mario	1
Supr Mario 2	8
Supr Mario 3	10
Supr Mr Dk H	1
Supr Mr/Dk/Trk	1
Supr Off Road	10
Supr Pitfall	[illegible]

We Sell Used	
Supr Spk Vlybl	$6
Supr Spk WC Soc	8
Supr Sprint	8
Supr Spy Hntr	18
Supr Tm Games	8
Swords & Srpts	7
Tag Tm Wrest	4
Talespin	16
Target Rengade	4
Tecmo Baseball	5
Tecmo Bowl	8
Tecmo Bowl 2	18
Tecmo Cup Sccr	28
Tecmo NBA Bsktbl	25
Tecmo Wrld Wrs	5
Tennis	6
Terminator	22
Terminator 2	10
Tetris	20
Tetris 2	44
Three Stooges	8
Thunderbirds	8
Thundercade	6
Thundr & Lghtng	15
Tiger Heli	4
Time Lord	4
Times Of Lore	30
Tiny Toon	22
Tiny Toons 2	36
TMNT	4
TMNT 2	8
TMNT 3	18
TMNT Tourn Ftrs	28
To The Earth	4
Toki	8
Tom & Jerry	22
Tombs & Trsrs	15
Toobin	22
Top Gun	4
Top Gun 2	7
Total Recall	4
Totally Rad	9
Town & Country	4
Town & Country 2	8
Toxic Crusaders	6
Track & Field	4
Track & Field 2	5
Treasure Mstr	7
Trick Shooting	9
Trog	6
Trojan	4
Trolls	20
Twin Cobra	8
Twin Eagle	1
Ultima 1 Exodus	8
Ultima 2 Qst	8
Ultima 3 War/Dest	42
Ultimate Basketball	7
Ultimate Stuntman	5
Uncharted Wtrs	25
Uninvited	20
Untouchables	0
Urban Chmpn	4
Vegas Dreams	30
Venice Bch Vlybl	0
Vice Proj Doom	5
Videomation	5
Vindicators	4
Volleyball	4
Wall Street Kid	5
Wally Bear	8
Wayne Gretzky	7
Waynes World	20
Werewolf	5
Wheel Fortune	6
Wheel Fn Fam	2
Wheel Frtn Jr	16
Wheel Frtn Vanna	30
Where s Waldo	1
Widget	20
Wild Gunman	5
Willow	6
Win Lose Draw	9
Winter Games	5
Wizardry	5
Wizardry 2	28
Wizrds & Warrs	4
Wizrds & Warrs 3	16
Wolverine	16
World Champ	8
World Champ Wrstlng	6
World Cl Trk	5
World Cup Sccr	16
World Games	5
World Runner	4
Wrath Blk Mnta	4
Wrecking Crew	5
Wrestlemania	4
WWF Challenge	8
WWF King of Ring	30
WWF Steel Cage	16
Xenophobe	4
Xevious	4
Xexyz	4
Yo Noid	7
Yoshi	18
Zanac	4
Zelda	5
Zelda 2	8
Zombie Nation	3

ACCESSORIES

Nintendo Deck	$25
Advan Joystick	0
Arkanoid Control	25
Carry Case Lg	5
Carry Case/Sm	2
Comp Pro	2
Double Player	8
Extension Cord	12
Four Score	13
Game Genie	22
Game Holder/Lg	4
Game Holder/Sm	3
Light Gun	1
Mega Joypad	9
Misc Joypad	3
Misc Joystick	3
NES Max Joypad	4
Power Glove	20
Power Pad	6
Satelite	7
Single Wireless	4
Supercontroller	3
U Force	5
Ultimate Joystick	10
Ultimate Wireless	22

*NEW RELEASES These may not yet be out by the manufacturer

SEGA GENESIS™

We Sell Used	
Abrams Btltnk	$28
Aero The Acrobat	32
Aerobiz	50
Aerobiz Supersonic*	45
After Burner 2	28
Air Diver	20
Aladdin	50
Alex Kidd	20
Alien 3	26
Alien Storm	16
Altered Beast	15
Amazing Tennis	40
Andretti's Racing	45
Animaniacs*	45
Arch Rivals	20
Art of Fighting*	45
Attack Sub	36
Awesome Possum	32
Ballz*	45
Barbie Super Model	40
Barkley Shut Up	38
Barney Hide Seek	40
Bass Msters Classics*	45
Batman	22
Batman Returns	25
Batman Rvg Jkr	28
Battle Master	35
Battletech	45
Battltds/Dbl Dragn	40
Beauty Beast-Belle	38
Beauty Beast-Roar	38
Best Of Best	42
Bill Walsh Ftbl	25
Bill Walsh Ftbl 95	45
Blades Vengeance	40
Boogerman*	45
Boxing Legends	36
Brutal*	45
Bubsy	30
Bubsy 2*	45
Buck Rogers	25
Bulls vs Blazers	20
Bulls vs Lakers	13
Buster Douglas Bxg	10
Busy Town*	45
Caesars Palace	55
Cal Games	28
Capt America	32
Carmen Sndgo T	28
Carmen Sndgo W	42
Castlevania Blood	40
Centurion	35
Chakan	20
Chavez 2*	45
Chester Cheetah	36
Clay Fighter*	45
[illegible]	40
College Football	45
Columns	40
Columns 3	48
Contra Hard Corps	45
Cool Spot	40
Crash Dummies	45
Crue Ball	40
Crystal's Pony Tale*	45
[illegible]	17
[illegible]	8
Dark Castle	15
David Robinson	15
Davis Cup Tennis	50
Decap Attack	18
Desert Strike	47
Dick Tracy	18
DJ Boy	15
Double Dragon	25
Double Dragon 3	30
Double Dragon 5	45
Double Dribble	42
Dr Robotnik s	32
Dracula	22
Dune Batl Arrakis	[illegible]
Dynamite Duke	[illegible]
Dynamite Headdy*	45
E Swat	15
Earthworm Jim*	60
Ecco Dolphin	36
Ecco Jr*	45
Ecco Tides of Time*	45
ESPN Baseball	45
ESPN Basketball	50
ESPN Hockey*	45
ESPN NFL*	45
Eternal Chmpns	48
[illegible] Hockey (MD)	48
Evander Holyfld	20
F 117 Night Storm	32
F 15 Strike Eagle 2	42
F 22 Interceptr	25
Faery Tale	26
Family Feud	49
Fantasia	25
Fatal Fury	32
Fatal Labyrinth	13
Ferrari GP	30
FIFA Soccer	50
FIFA Soccer 95*	45
Final Zone	15
Fire Shark	19
Fire Team Rogue*	45
Flashback	5
Flink	45
Forgotn Wrlds	15
Formula 1	48
Frankenstein*	45
Gaiares	16
Gauntlet 4	45
General Chaos	32
Genghis Khan 2	65
George Frmn	25
Ghost Bstrs	20
Ghouls Ghosts	18
Golden Axe	20
Golden Axe 2	28
Golf	18
Great Waldo Srch	30
Greatest Hvywts	48
Greendog	18
Gunstar Heroes	35
Hard Drivin'	22
Hardball	15
Hardball 3	30
Hardball 94	48
Haunting	40
Heavy Nova	15
Herzog Zwei	47
Home Alone	25
Home Alone 2	35

We Sell Used	
Humans	$25
Immortal	40
Incredible Hulk	45
Indy Jns Lst Cr	32
Itchy & Scratchy	45
James Pond	15
James Pond 2	22
James Pond 3	30
Jennifr Cap Tns	27
Jeopardy	40
Jeopardy [illegible]	48
Jeopardy Sports	45
Joe Mntna	13
Joe Mntna 2	13
Joe Mntna 3	16
Joe Mntna 94	32
John Madn	13
John Madn 92	13
John Madn 93	18
John Madn 94	40
John Madn Champ	40
John Madden 95*	45
Jordan vs Bird	18
Jungle Book	48
Jungle Strike	50
Jurassic Park	35
Jurassic Park Rmpge	45
Kid Chameleon	26
King Salmon	35
King/Monsters	36
Kings Bounty	32
Klax	44
Krustys FH	22
Lakers Celtics	13
Land Stalker	50
Last Battle	10
Lawnmower Man*	45
Lemmings	42
Lemmings 2	45
Lethal Enfrcr	50
LHX Attack Chppr	26
Lion King	45
Litl Mermaid	38
Lotus Turbo	40
Marble Madns	40
Mario Lemieux	15
Marko Magic Soccer*	45
Maximum Carnage	45
McDonalds T Isl	35
Menacer Game	13
Mercs	20
Michael Jrdan Chaos*	45
Michl Jksn Mwk	20
Mick & Mack	25
Mickey & Donald	45
Mickey Mania*	45
Mickey Ms Cst	[illegible]
Micro Machines	55
Midnight Resistnc	5
Might & Magic	48
Mighty Max	45
Mike Ditka Ftbl	[illegible]
MLBPA Bsbl	45
Monopoly	60
Monster Trk Wars	45
Mortal Kombat	45
Mortal Kombat 2	60
Ms Pac Man	40
Muhammad Ali	30
Mutant Lg Ftbl	26
Mutant Lg Hcky	48
Mystic Defendr	[illegible]
NBA Action	50
NBA Allstar Chlg	20
NBA Jam	55
NBA Live 95	45
NBA Showdown	55
NFL '95*	45
NFL QB Club	45
NHL All-Star Hcky*	45
NHL Hockey	20
NHLPA 93	22
NHL Hockey 94	50
Nigel Mansell	48
Olympic Gold	20
Out Of This Wrld	32
Outrun	36
Pac Attack*	45
Pac-Mania	50
Pacman 2 New Adv*	45
Pagemaster*	45
Paperboy	48
Pat Rily Bskbl	13
Pebble Beach Golf	40
[illegible] S & M*	45
PGA Euro Tour	55
PGA Tour Golf	40
PGA Tour Golf 2	40
PGA Tour Golf 3	45
Phant Star 2	35
Phant Star 3	40
Phantasy Star 4*	45
Pigskin Ftbrwl	26
Pitfall Harry*	45
Pitfighter	20
Pitfighter 2	45
Popeye High Seas*	45
Populous	3
Power Instinct*	45
Power Monger	32
Power Rangers*	45
Predator 2	26
Pro Am Racing	30
Pro Quarterback	15
PTO	55
Punisher	45
Quackshot	20
Radical Rex	45
Rainbow Islands*	45
Rambo 3	20
RBI Bsbl 3	16
RBI Bsbl 4	25
RBI Bsbl 93	30
RBI Bsbl 94	45
Ren & Stimpy	50
Revenge Shnobi	15
Rings Of Power	30
Rise of The Robots*	45
Risk*	45
Road Rash	36
Road Rash 2	48
Robocop vs Term	45
Rock N Roll Racing*	45
Rocket Knight Adv	32
Roger Clemens Bsbl	20
Rolling Thunder 2	20
[illegible]	15

We Sell Used	
Shadow Beast 2	$22
Shadow Dancer	15
Shadow of Yserbius*	45
Shadow*	45
Shadowrun	55
Shining Drkns	32
Shining Force	55
Shining Force 2*	45
Shinobi 3	30
Side Pocket	50
Simpsons B vs SM	25
Simpsons B Nmr	40
Simpsons Virt Bart	45
Skitchin'	48
Soccer	15
Soldier Of Fortune	40
Sonic & Knuckles	55
Sonic Hdghog	20
Sonic Hdghog 2	20
Sonic Hdghog 3	5
Sonic Spinbl	38
Sorcers Kingdom	44
Space Harrier 2	12
Space Invaders	50
Sparkster*	45
Speed Racer*	45
Spiderman	20
Spiderman X Men	30
Splatterhouse 2	32
Splatterhouse 3	42
Sports Tlk Bsbl	22
Star Control	28
Star Flight	28
Star Trek Dp Spc 9*	45
Star Trek Nxt Gen	55
Stargate*	45
Street Ftr 2 SCE	38
Streets Rage	22
Streets Rage 2	35
Streets Rage 3	50
Strider	15
Strider 2	32
Subterrania	40
Sunset Riders	38
Superbike Challenge*	45
Superman	20
Supr Bsbl 2020	9
Supr Battletank	36
Supr Hang On	22
Supr High Impact	15
Supr Monaco GP	22
Supr Monaco GP 2	40
Supr Off Road	32
Supr Off Road Baja*	45
Supr Strt Ftr 2	55
Supr Thndr Bld	16
Supr Vlybl	16
Sword Sodan	14
Sword Vermilion	24
Syndicate	45
Target Earth	14
[illegible]	45
Tazmania	30
Team USA Bsktbl	15
Techno Cop	15
Tecmo Super Bowl	3
Tecmo Super Bsbl	45
Tecmo Super Hockey	45
Tecmo Super NBA	35
Terminator	22
Terminator 2 Arc	30
Terminator 2 Jdgmnt	40
Test Drive 2	28
Thunder Force 2	13
[illegible]	45
[illegible]	45
Tiny Toons	42
Tiny Toons All Stars*	45
TMNT Hyperstone	40
TMNT Tourn Ftrs	50
TNN Bass Tournmt	45
Toe Jam & Earl	16
Toe Jam & Earl 2	50
Tom Lasorda Bsbl	13
Tony La Russa	18
Traysia	28
Triple Score	15
Troy Aikman NFL*	45
Twin Cobra	20
Two Crude Dudes	22
Universal Soldr	26
Viewpoint*	45
Virtua Racing	70
Virtual Pinball	40
Wacky Worlds*	45
Warriors Etrnl Sun	44
WCW Sprbrwl Wrstl	45
Wheel Fortune	60
Whip Rush	25
Wimbledon Tennis	38
Winter Challenge	18
Wolfenstein 3D*	45
Wonder Boy	20
World Series Bsbl	60
WWF Raw*	45
WWF Royal Rumble	50
WWF Sup Wrestmnia	25
X Men	35
[illegible]	32
Zany Golf	3
Zero Tolerance	45
Zombies Ate Nghbr	38

ACCESSORIES

Genesis Deck	$80
Genesis 2 Deck	80
Ascii Pad	20
Carry Case/Lg	20
Carry Case/Sm	13
Comp Pro	3
Contrl Pad (6 Btn)	18
Dual Turbos(2)	38
Extension Cord	10
Four Plyr Adptr	25
Game Genie	44
Justifier 1 (Ctrlr)	22
Justifier 2 (Phone)	20
Mega Mouse	22
Menacer	22
Misc Joypad	10
Misc Joystick	15
Power Base Cnvrtr	32
Power Jystk (3 Btn)	30
Power Jystk (6 Btn)	40

*NEW RELEASES These may not yet be out by the manufacturer

SUPER NES

We Sell Used	
3 Ninjas*	$45
7th Saga	20
Act Raiser	20
Act Raiser 2	44
Addams Family	40
Adv Island	35
Adv Island 2*	45
Aero The Acrobat	40
Aerobiz	55
Aerobiz Supersonic*	45
Al Unser Jr*	45
Aladdin	55
Alien 3	40
Aliens/Predator	40
American Tail*	45
Animaniacs*	45
Art Of Fighting	40
Axelay	26
Ballz*	45
Barbie Super Model	44
Barbie Vactn Adv	48
Bass Masters*	45
Batman Animated*	45
Batman Returns	38
Battleclash	13
Battletech	45
Battltds/Bt Mnics	35
Battltds/Dbl Dragn	36
Best Of Best	26
Biker Mice Mars*	45
Bill Laimbeer	13
Bill Walsh Ftbl	40
Blackthorne	45
Bonk s Adventure*	45
Boxing Legends	40
Brain Lord	45
Breath Of Fire	50
Brett Hull Hcky	40
Brutal*	45
Bubsy	42
Bubsy 2	4
Bugs Bny Rampage	50
Bulls vs Blazers	20
Cannondale Cup*	45
Capt America	40
Capt Commando	48
Carmen Sndgo-T	36
Carmen Sndgo-W*	45
Castlevania 4	30
Champ Pool	44
Chessmaster	50
Chester Cheetah	40
Chester Chta WWQ	48
Choplifter 3	40
Chuck Rock	26
Clayfighter 2 Jdgmnt	45
Clayfighters	48
Clayfighters Tourn	50
Claymates	40
Cliffhanger	40
Clue	3
Contra 3	26
Cool World	28
Crash Dummies	44
Cybernator	36
Cyberslsk	45
D-Force	8
Daffy Duck	44
Darius Twins	18
Death Valley Rlly	28
[illegible]	48
[illegible]	48
Dennis Menace	40
Desert Strike	42
Doomsday Warrior	18
Double Dragon 5	45
Dr Franken	38
Dracula	22
Dragon View*	45
[illegible]	25
Drakkhen	4
Earth Dfns Frc	18
Earthworm Jim*	45
ESPN Baseball	50
ESPN Hockey*	45
ESPN NFL*	45
[illegible]	50
F1 Pole Position	44
F1 ROC	40
F Zero	25
Faceball 2000	30
Family Dog	45
Family Feud	42
Fatal Fury	25
Fatal Fury 2	44
Felix The Cat	44
FIFA Soccer	50
Fighters History	45
Final Fantasy 2	50
Final Fantasy 3*	45
Final Fantasy MQ	25
Final Fight	18
Final Fight 2	45
Fire Team Rogue*	45
Firepower 2000	30
First Queen*	45
Flashback	50
[illegible]	45
Full Throttle Racing	45
Fun N Games*	45
Galactic Defender*	45
[illegible]	40
Genghis Khan 2	60
[illegible]	3
Ghoul Patrol*	45
Gods	25
Gradius 3	18
Great Waldo Srch	40
Gr [illegible] Bsbl	58
Hammerlock*	45
Hole In One	22
Home Alone	20
Home Alone 2	22
Home Improvement*	45

We Sell Used	
Hook	$35
Hyper Zone	13
Illusion of Gaia*	58
Impossible Mission	45
Incredible Hulk	45
Indy Jns Adv*	45
Itchy & Scratchy	44
Izzys Olympic Quest*	45
Jack Nkls Golf	44
James Bond Jr	25
Jelly Boy	45
Jeopardy	45
Jeopardy Dlx	45
Jeopardy Sports	44
Jimmy Connors	40
Joe & Mac	30
Joe & Mac 2	44
John Madn 92	13
John Madn 93	15
John Madn 94	32
John Madn NFL 95*	45
Jungle Book	50
Jurassic Park	45
Jurassic Park 2*	45
Kid Kleets*	45
King Arthurs Wrld	40
King Monsters	25
Krustys FH	20
Lagoon	28
Lawnmower Man	40
Lemmings	30
Lemmings 2 Tribes*	45
Lethal Enforcers 2*	45
Lethal Enfrcr	55
Lethal Weapon	20
Lion King*	45
Looney Tunes Hoop Bl*	45
[illegible]	45
Lord of the Rings*	45
Lost Vikings	42
Lufia	25
Magic Sword	25
Magical Quest	40
Mario Fun Letters	45
Mario Fun Numbers	45
Mario Is Missing	32
Mario Kart	38
Mario Paint Game	18
Mario Time Machine	40
Mario World Quest*	45
Maximum Carnage	50
Mega Man Soccer	50
Mega Man X	55
Might & Magic 2	44
Might & Magic 3	44
MLBPA Bsbl	50
Monday Ngt Ftbl	36
Monopoly	50
Mortal Kombat	8
Mortal Kombat 2	[illegible]
Musya	[illegible]
Mystical Ninja	22
NBA All Stars	20
NBA Jam	58
NBA Live 95	45
NBA Showdown	36
NCAA Football	45
NFL Football	16
NFL QB Club	45
NHLPA 93	20
NHL Hockey 94	44
NHL '95*	45
NHL Stanley Cup	32
Nigel Mansell	35
Nolan Ryan Bsbl	30
Out Of This Wrld	28
Pac-Attack	40
Pac-Man 2 New Adv*	45
Paladin's Quest	60
Paperboy 2	25
Pebble Beach Golf	50
Pele*	45
PGA Tour Golf	60
Phalanx	22
Pilot Wings	25
Pink Hollywood	40
Pitfall Harry*	4
Pitfighter	16
Plok	36
Pocky & Rocky	32
Popeye Sailor Man*	45
Populous	15
Power Instinct*	45
Prince Persia	40
Pro Quarterback	15
Q Bert	50
R-Type 3*	45
Race Drivin	40
Radical Rex	45
Rampart	40
Ranma 1/2	38
Ren & Stimpy Tm	45
Ren & Stimpy Vdts	35
Return of the Jedi*	45
Riddick Bowe	40
Rise of The Robots	45
Rival Turf	8
Road Riot 4WD	24
Robo Cop 3	30
Robocop vs Term	42
Rock N Roll Rcng	55
Rocketeer	8
Roger Clemens Bsbl	22
Romnc 3 Kngds 2	50
RPM Racing	15
Samurai Showdown*	45
Secret Of Mana	70
Shadow*	45
Shadowrun	55
Side Pocket	40
Sim Ant	42
Sim Earth	38
Simpsons Virt Brt	48
Simpsons B Nmr	22

We Sell Used	
Skins Game	$40
Skuljagger	20
Slam Masters	48
SOS	46
Soulblazer	50
Space Ace	35
Space Ftbl	25
Sparkys Quest	40
Sparkster*	45
Spiderman X Men	22
Spindizzy Worlds	36
Star Fox	30
Star Trek Nxt Gen	50
Star Trek Star Flt	45
Star Wars	38
Stargate*	45
Stone Protectors	45
Street Ftr 2	16
Street Ftr 2 Trb	28
Strike Gunner	40
Stunt Race Fx	50
Supr Aquatic Gms	28
Supr Bsbl 2020	40
Supr Bsbl Sim	28
Supr Bases Lded	20
Supr Battleship	48
Supr Battletank	15
Supr Battletank 2	45
Supr Black Bass	25
Supr Bowling	45
Supr Buster Brothers	42
Supr Caesars	48
Supr Double Dragon	30
Supr Empire Strks	48
Supr Ghouls	6
Supr High Impact	22
Supr Mario Wrld	2
Supr Metroid	55
Supr Mr All Stars	40
Supr NBA Bsktb	25
Supr Ninja Boy	36
Supr Off Road	28
Supr Off Road Baja	48
Supr Play Act Fb	13
Supr R Type	16
Supr RBI Bsball '94*	45
Supr Scp (ton1)	[illegible]
Supr Smash TV	16
Supr Solitaire	44
Supr Sonic Blastmn	16
Supr Strike Eagle	45
Supr Strt Ftr 2	64
Supr Tennis	25
Supr Turrican	40
Supr Valis 4	30
Suzuka 8 Hours	45
Tazmania	45
Tecmo Supr Bowl	42
Tecmo Supr Bsbl	48
Terminator 2 Arc	50
Terminator 2 Jdg	40
Tetris 2	48
[illegible] Sports	22
Tiny Toon Sports*	45
Tiny Toons Buster	18
TMNT 4	25
TMNT Tourn Ftrs	50
TNN Bass Tournmt	45
Top Gear	40
Top Gear 2	55
Top Gear 3000	45
Total Carnage	45
Toys	25
Troy Aikman NFL*	45
True Lies*	45
Ultraman	3
UN Squadron	22
Undercover Cops	48
Vegas Stakes	48
Vortex FX	55
Waialae C Club	38
Waynes World	25
WCW Sprbrwl Wrstl	48
Wheel Fortune	50
Wheel Fortune Dlx	48
Wing Commander	19
Wing Commander 2	40
Wings 2 Aces High	35
Winter Olympics	42
Wizardry 5	50
Wolf Child	28
Wolfenstein 3D	48
World Heroes	40
World Lg Scc	25
Wrestlemania	16
WWF Raw*	45
WWF Royal Rumble	40
X Men	44
X Zone	20
Xardion	20
Y's 3	15
Yoshis Safari	40
Zelda 3	32
Zombies Ate Nghbr	42

ACCESSORIES

Super NES Deck	$85
Carry Case	22
Champ Joystick	44
Comp Pro	6
Dual Turbos (2)	36
Extension Cord	4
Game Genie	40
Justifier Controller	20
Misc Joypad	13
Misc Joystick	5
Mouse	25
Multi-Tap (5-Plyr)	20
Supr Advant Joystk	35
Supr Gameboy	45
Supr Scope	25

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counsel, "...deliberately set out to copy Street Fighter II in designing Fighter's History." Data East asked to have the suit dismissed, but the judge denied the request. The trial is set to start on October 31.

Baseball on Strike...Not!

With the recent major-league baseball strike, a big hole opened up in many sports fans' lives. Pittsburgh's **KDKA-TV 2** has been using **World Series Baseball '94** on the Sega Genesis to play out the Pirates' scheduled games. The game highlights are then shown on the evening news broadcasts, mixed in with video clips from actual Pirates' games, like the manager commenting on the team's performance.

Sports producer Frank Wilson said some of the viewers think the idea is silly, but others say it compensates for not having "real" baseball highlights.

TV station KDKA-TV 2 in Pittsburgh has its interns playing Pirates games on the Genesis and shows the results on newscasts.

Meanwhile, Nintendo is waging its own baseball campaign with a "Nintendo No-Strike Baseball League." Its game counselors have been playing the entire baseball schedule on Ken Griffey Jr. Presents: Major League Baseball, then posting the results to an 800 number that the media can call to nab the details. The scores can then be passed on to the public in newscasts and newspaper sports sections.

Atari Intros Hard And Soft Wear

In an effort to make the Jaguar name and **Atari** logo more recognizable, Atari is working with the Norscot Group to offer **Jag-Ware**, a line of Jaguar-emblazoned merchandise that includes key chains, coffee mugs, pins, pens, and water bottles, as well as sweatshirts, T-shirts, and denim jackets.

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To order Jag-Ware or request a free catalog, call 800/653-3313 or fax 800/653-4904; from outside the U.S. or Canada, phone 414/241-3313 or fax 414/241-4904.

TDK Refreshes 3DO Memory

TDK, one of the latest 3DO licensees and best known to consumers for audio cassette tape, will try to give the **3DO Interactive Multiplayer** some memory of its own. The Memory Card will be available in the first quarter of 1995. TDK's Memory Card and card reader will connect to the 3DO

console via an expansion port and allow the player to save game statuses to the card.

Aura in Kombat

Mortal Kombat II is more of a rumble with Aura's Interactor.

Aura Systems, makers of the **interactor**, a vestlike peripheral that transmits audio vibrations during game play (see "GamePro Labs," *GamePro*, October 1994), has made a deal with **Acclaim** to promote **Mortal Kombat II** in **Interactor** ads. In addition to inclusion in Aura's $5 million ad campaign, Acclaim will put Interactor cards in the MK II game boxes, and Aura will pack Acclaim info in its Interactor packaging. Acclaim will also program "special audio cues" into the game code to take advantage of the Interactor's capabilities. The Interactor will hit stores in early September.

Aura has also signed a deal with Williams Entertainment to do "strategic marketing" in relation to Williams's upcoming releases, Double Dragon V and Troy Aikman NFL Football. Aura and Williams will swap the same kind of promotional opportunities that Aura and Acclaim did.

Contest Winners

We had nearly 5000 entries for our **"Shut Up and Jam! Streetball World Championship Contest"** (*GamePro*, May 1994). Here are the winners:

Mega Man Cartoon

You may have caught the recent introduction of the Mega Man cartoon ("ProNews," GamePro, March 1994), which is licensed from Capcom. Here are some of the characters that are appearing in the show, including a young female counterpart named Rool. As expected, Mega Man's traditional adversaries and allies also make appearances.

Grand Prize

Tristan Smith, Anderson, IN (The winner gets a trip for two to the Streetball World Championship in Dallas, Texas, October 1994, including airline tickets, accommodations for three days and two nights, and spending money; an Asciiware Fighter Stick SG-6 and Fighter Stick SN; a pair of Charles Barkley's basketball shoes; a Sport Accolade polo shirt; a Charles Barkley-autographed basketball; and a Sport Accolade gym bag.)

First Prize

(Winners receive a Shut Up and Jam! hat and their choice of either an Asciiware asciiPad for the SNES or an Asciiware asciiPad SG-6 for the Genesis.)

Kurt Robert Bogseth, Lisle, IL; Jay Estees, Tucson, AZ; Malcolm Holmes, Portland, MN; Shannon R. Jackson, Silverton, OH; Cami-

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November Hot Sheet!

NES

1. The Jungle Book
2. Mario's Time Machine
3. Mega Man 6
4. TMNT: Tournament Fighters
5. Kirby's Adventure
6. Mario Is Missing!
7. The Ren & Stimpy Show: Buckeroo$
8. Tecmo Super Bowl
9. Tetris 2
10. WWF King of the Ring

Super NES

1. Mortal Kombat II
2. Earthworm Jim
3. Super Street Fighter II
4. The Jungle Book
5. Maximum Carnage
6. Incredible Hulk
7. Troy Aikman NFL Football
8. Double Dragon V
9. Stunt Race FX
10. King of the Monsters 2

Genesis

1. Mortal Kombat II
2. Earthworm Jim
3. Jurassic Park Rampage Edition
4. Maximum Carnage
5. The Jungle Book
6. Bill Walsh College Football
7. Super Street Fighter II
8. NHL '95
9. Troy Aikman NFL Football
10. Urban Strike

Sega CD

1. Star Wars 3D: Rebel Assault
2. Formula 1 GP
3. Heimdall
4. Who Shot Johnny Rock?
5. Links
6. Heart of the Alien: Out of This World II
7. Mortal Kombat
8. Crime Patrol
9. Fahrenheit
10. Lethal Enforcers II – Gun Fighters

lo Patino, Miami Beach, FL; Stanley Pham, San Jose, CA; Daniel Swatson, Trumbull, CT; Andy Tarquinio, Los Altos, CA; Michael To, Garden Grove, CA; Tony Werner, Bay St. Louis, MO.

For a complete list of winners, send a self-addressed envelope to "Contest Winners," *GamePro* Magazine, 951 Mariners Island Blvd., San Mateo, CA 94404.

...And More Contest Winners

We also had nearly 5000 entries for our **"World Cup '94 Trivia Contest"** (*GamePro,* July 1994). Here are the winners:

Grand Prize

Nelson Bornasal
Ronkonkoma, NY

(The winner receives an X'Eye Entertainment System from JVC, an official World Cup soccer ball autographed by the German team, a World Cup USA '94 Sega CD video game, autographed CD copies of the World Cup album and Scorpions's "Face the Heat," a World Cup USA '94 watch, a one-year subscription to *GamePro*, and a *GamePro* T-shirt.)

First Prize

(Winners receive autographed CD copies of the World Cup album and Scorpions' "Face the Heat," a World Cup USA '94 watch, and a World Cup USA '94 gym bag.)

Mike Adducci, Betrndorf, IA; Rocco DiMartino, Miami, FL; Ruben Espinoza, Ventura, CA; Rynn Govinga, Kitchener, Ontario, Canada; Rudi Kuntz, Topeka, KS; George Martinez, Hialeah, FL; Suzan Sandik, Forest Hills, NY; Erik Torres, Santa Ana, CA; Samuel Waisbord, Chula Vista, CA.

For a complete list of winners, send a self-addressed envelope to "Contest Winners," *GamePro* Magazine, 951 Mariners Island Blvd., San Mateo, CA 94404.

At the Deadline

Thanks to **The Software Toolworks** and the **Make-a-Wish Foundation**, a visit to a local mall could net you a $1000 scholarship. To publicize its upcoming NCAA Football game, The Software Toolworks will be hitting malls on November 19 in ten cities: New York, Los Angeles, San Francisco, Dallas, Houston, Atlanta, Chicago, Detroit, Washington D.C./Baltimore, and Philadelphia.

Professional athletes – like Randy White, Fred Biletnikoff, Steve Bartowski, and Mark Moseley – will challenge gamers, and one winner at each mall will take home a $1000 scholarship. From those ten winners, two will be randomly chosen to fly to Pasadena, California, where they'll compete in a playoff at the Rose Bowl. If you'd like to attend the mall tour and enter the contest, you can get more information by calling The Software Toolworks at 800/238-3088.

AT&T has quietly announced that it has dropped plans to release the **Edge 16** modem for Genesis and 3DO platforms ("Cutting Edge," *GamePro*, September 1993). It was originally targeted as a device that would enable gamers to play specially coded games against another player over standard phone lines, while permitting simultaneous voice contact.

According to an AT&T spokesperson, the company chose to devote attention to developing new telephone technologies but hasn't put aside the thought that it may still get into the interactive-gaming market at a later date. Also, the spokesperson noted that the Edge 16 modem technologies could be sold to another company and reintroduced to the public.

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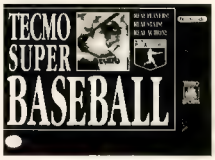

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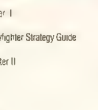

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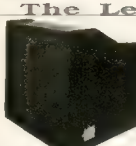

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